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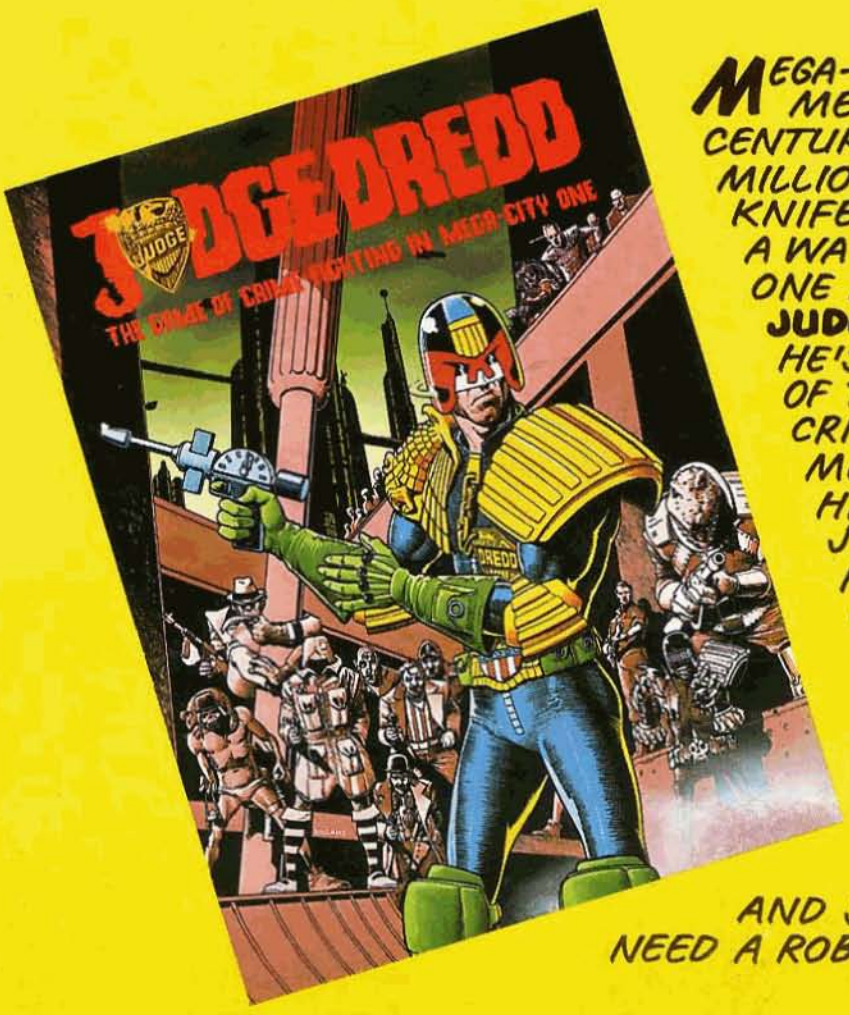

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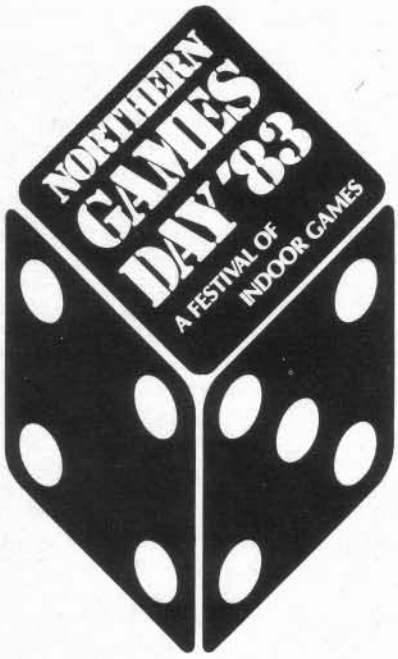

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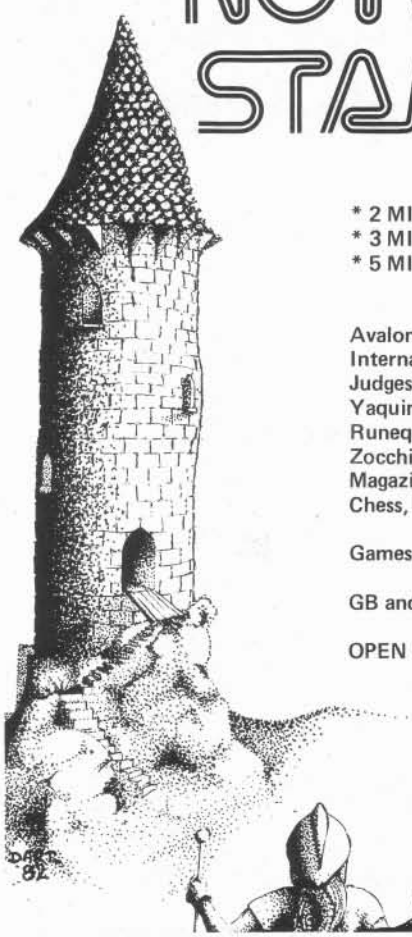

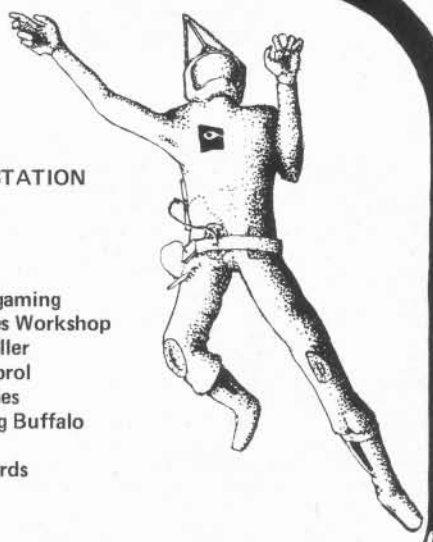

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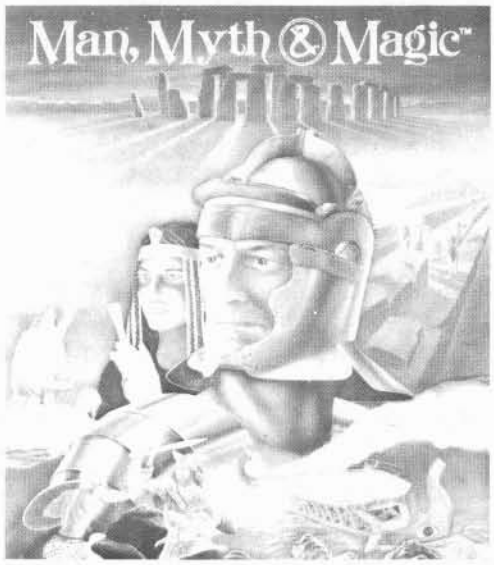

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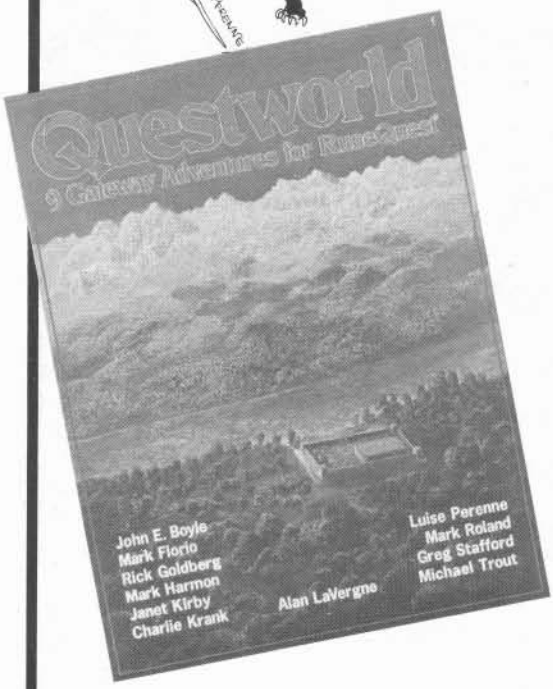

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An Introduction to Questworld and *Greenwald Campaign map* gives players and referees a complete geography and cosmology of Chaosium's continent of *Kanos* (which is compatible with Gloranthan characters) and guidelines for the development of adventures Questworld-style.

Candlefire is a booklet of adventures set in the rowdy border town of the same name. Here players can capture the flavour of adventures in Questworld within a town whose people live for gambling and excitement. Adventurers can join four Questworld cults: Cast of Tens, Panash, Nik-El and Vrang 2jhomang. Three adventures are provided for Candlefire:

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The Warren is an intermediate adventure for the foolish and unwary, set in the ruins of a deserted mansion and featuring a new Call of Cthulhu monster.

People of the Monolith is an introductory scenario for the novice investigator. Players travel across the wild countryside of pre-war Hungary, searching for a promising poet who wrote one beautiful, but haunting poem.

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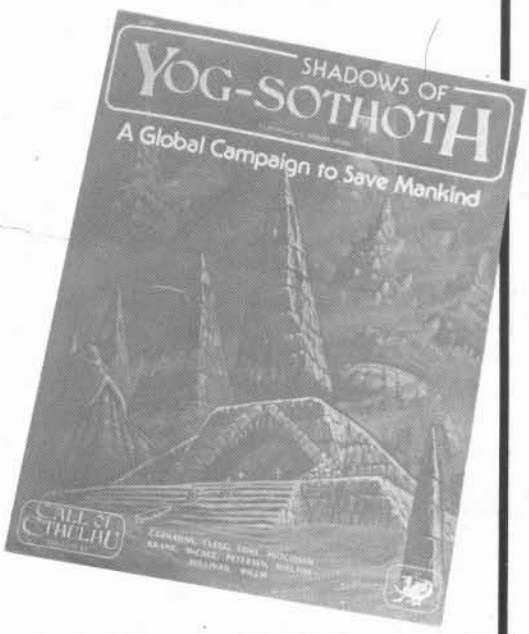

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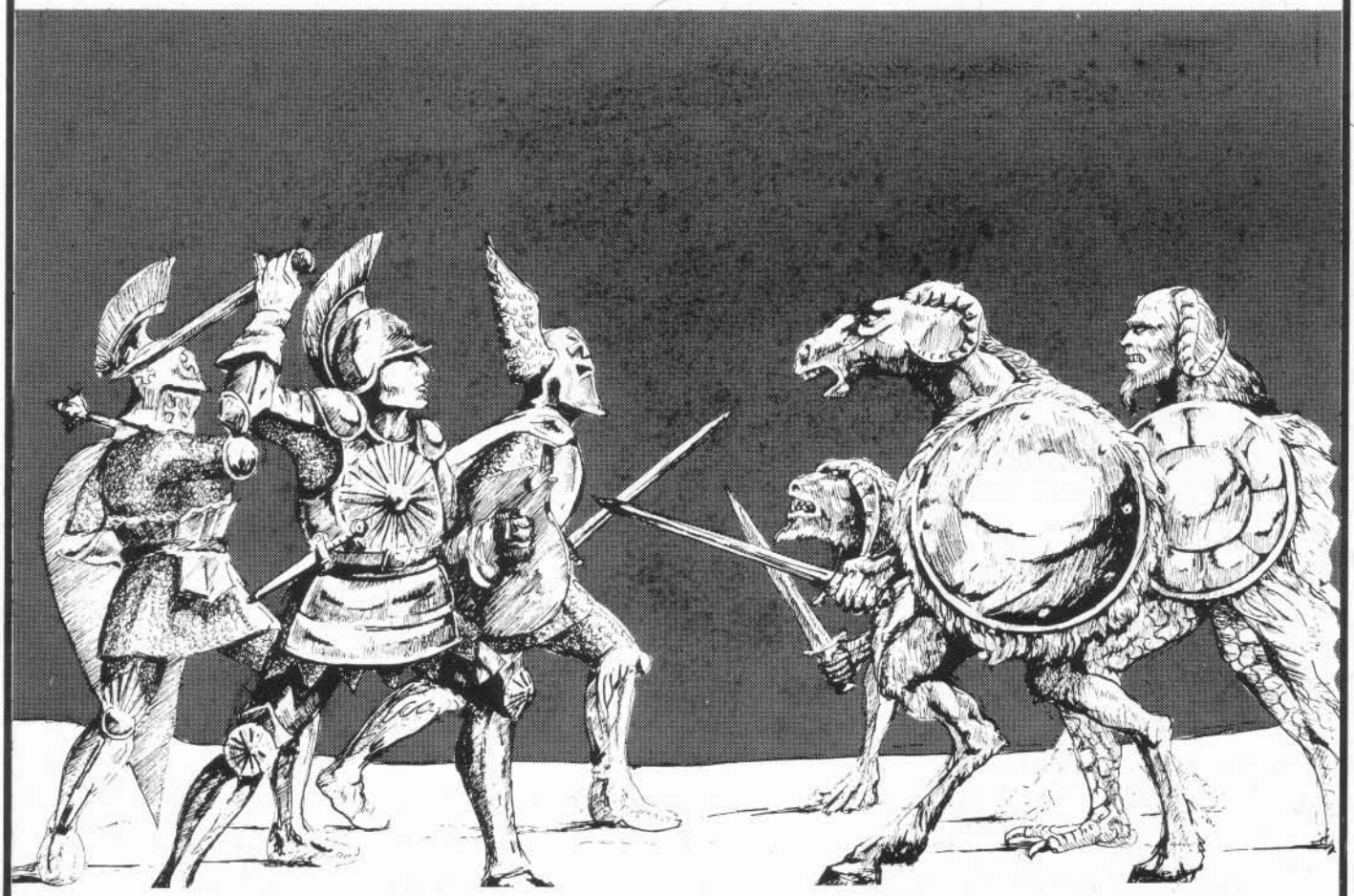

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WHITE DWARF

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FEATURES

An Introduction to Traveller — *Andy Slack* 10
Part III: Scenarios

Questworld — *Oliver Dickinson and Bob McWilliams* 17
An introduction to *Games Workshop's Questworld* scenario pack

Khazad Dum! — *Lew Pulsipher* 18
Tolkien's Moria as an introductory *D&D* scenario

Monsters Have Feelings Too — *Oliver MacDonald and Graeme Davis* 23
Also including *Extracts from the Uruk-Hai Battle Manual*

As we step into a new year of role-playing, I wonder what new offshoot will arise. Last year we had licenced products using the *D&D* trademark, the much discussed *Treasure Trap* live action role-play and various books published by established book companies wising up (at last) to the whole role-playing phenomenon.

With RPGs ever growing in the general public's eye, who knows what will be generated next?

Ian Livingstone

DEPARTMENTS

Open Box 12
A look at some new games by independent reviewers

Fiend Factory — *edited by Albie Fiore* 14
Faerie Denizens

Microview — *edited by Mike Costello* 22
Digital Dragons

Letters 26
Readers' views, questions and comments

RuneRites — *edited by Oliver Dickinson* 27
Lords of the Spirit World

Treasure Chest 28
A selection of spells

News 29
What's happening in science fiction and fantasy gaming

Small Ads 30
Clubs, Help! and *Classifieds*

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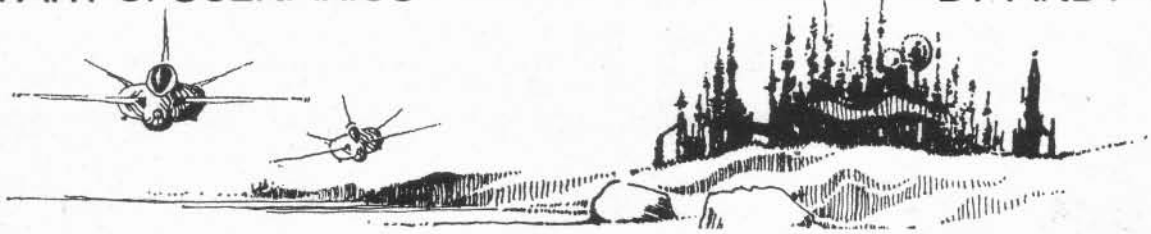
An Introduction to Traveller

PART 3: SCENARIOS

BY ANDY SLACK



A scenario in *Traveller* is the focus of a game session. It is typically opened by some powerful non-player character hiring the player-characters for a specific purpose and for a specific reward. The adventure then occurs as the players attempt to perform the task set them by the patron, and pick up whatever else they can along the way. This poses several immediate questions.

First: Why has a powerful person chosen to hire these blood-thirsty down-and-outs anyway? (Immediately followed by 'And why does he trust them?') The patron is often a person of considerable influence in government, commerce or the military; why hasn't he got minions on tap to do his dirty work? There are several reasons why someone who can afford to pay the group enough to make their efforts worthwhile should hire them.

1: He can't get hold of normal employees with the right skills. For example, if a patron needs something forging he may well not have a resident forger in his company or office. The right skills could be illegal, or otherwise hard to come by, due to a high casualty rate — there aren't any of his usual staff who will take such a dangerous job, or because the world the band are on hasn't got anyone with the right skill; for example a Tech Level 3 ruler who needs an electronic engineer to repair his communications net and has no locals suitably trained. Perhaps there was an engineer present from the company which installed this equipment, who has now been scalped by rival rulers or recalled by head office because the bills weren't paid. This may be more sophisticated; an Imperial base commander would normally have some pilots attached to his organisation, but if accidentally they are in hospital, on a course in another system, drunk, in jail, or performing other vital duties while the free trader *Cerberus* is falling into the sun with disabled drives, he may well hire or commandeer the players to drive a rescue mission.

2: The patron's normal employees can't be trusted. The commission is perhaps illegal, and if his usual staff were ordered to do it they would turn the patron in to the local cops. Again, if the patron's men are being watched he may try to recruit someone whom the watchers will not suspect or connect with him. Locals are perhaps 'out to get' the patron, and he feels that the group will be safe by virtue of their foreign origins — they will be uninvolved in local politics or unsympathetic to it. The commission need not be illegal; it could be just distasteful, like evicting crippled grannies at Christmas. It could be neither; a mega-corporation surveying a new region for minerals, aware that its rival monitors its own prospecting teams.

3: In this case, the players are to be a sacrificial decoy; another group is performing the actual mission in secret, and the players are there as a scapegoat and diversion. For example, a spy or assassin about to knock over a prominent politician could well hire the players, ostensibly to do the hit, and at the last minute betray them to the police so that his own attempt has fewer obstacles, the police being occupied with the players. A variant on this is the blackmailed patsy; in this case, the players are threatened with even more dire consequences if they don't undertake the suicide run. Another variant is the case where the patron secretly expects the players to be caught doing something illegal, and wants to be able to deny his involvement — difficult if he used his own minions.

Of course, there are many more possibilities, such as being hired by peasants to do a remake of *Seven Samurai*, finding rumours, lost documents and so on. Why should the patron trust the players? Again, there are several possibilities.

1: Reputation. The players may be well-enough established that the patron has heard of their competence and fair play. This is only possible if the players don't move around too much; but perhaps the patron or a friend of his has used this band before and been satisfied, or perhaps their service records are exemplary. Note that this works both ways — a referee could modify the chances of a commission turning up depending on how the previous ones were handled. For example, 'Big Luigi says you guys are good with safes, so I came looking for you', or alternatively, 'Thinks: This bunch are all thumbs — no way am I hiring them after that fiasco at the Altair State Bank.'

2: Blackmail. The patron has something on the band, possibly details of previous capers, and threatens to make it public unless the group performs his commission; alternatively, the players can be framed by police or other agencies and told that charges might be dropped if they could see their way to doing this little job... or some friend or relative of the players may be held hostage.

3: Lack of opportunity for betrayal. The patron has some more trustworthy operatives watching or working with the band and so expects to be able to detect and forestall any treachery.

4: Lack of motive for betrayal. This occurs when the commission is so seemingly innocuous that the band have nothing to gain by betraying their patron. This is usually the set-up when the apparent commission is only incidental to the main flow of the adventure, as for example when the group is to uncover some sinister plot or treasure 'accidentally' during the course of their work. Alternatively, though this is not recommended, the commission if handled honestly could be so lucrative as to tempt not even the greediest and nastiest character.

Naturally, if the scenario is set in motion not by a patron hiring the band, but by 'accidentally' finding some item or data, or by an attack on them, the above motives are not necessary.

The second question is, what is the task the band are to perform? Here the range of possibilities is so large as to be practically infinite, but in practice there are two broad types of mission; acquisition and defence. This is an over-simplification, but basically the band can be hired to obtain some item, person or information, or to make sure that someone else doesn't. Exactly what the object or target is is variable; rare objets d'art, high-ranking noblemen's children, information about a manufacturing process or a particular place, and so on.

In *WD30's Starbase* Bob McWilliams made an important point — essentially when you see or read anything that inspires you, take a brief note of the plot and major characters. Details will need to be changed so that the plotline fits into your own campaign background, and so that the players don't recognise it and thus immediately leap to the right conclusion. Don't neglect actual history, either; even some other FRP games can provide good ideas.

It saves a great deal of time and effort if you only note down the bare bones of your plot, in the style of *Supplement 6's* commissions. A scenario only needs great detail if you want someone else to be able to run it, for example if you intend to publish it. If you are primarily interested in having an enjoyable game for a few hours with some friends, you won't need all that detail — much of it will already be in your background notes (these are often mental) for the campaign or subsector of space you are currently running. And the longer you have been running a

particular universe, the briefer your notes will become, as you and your players will remember some of it from previous games, such as the political situation fuelling the current crisis they have become involved in, or the local alien life's habits.

This improvisational style, only generating the details as necessary using logic or dice rolls, is difficult at first, but improves with practice, and especially if you remember or note down these details as they appear in response to the player's questions, it gradually becomes easier. There is a stage after a few dozen hours play where the whole set-up becomes self-sustaining, and previous happenings more or less dictate what the details must be.

After you have been running your universe for a few scenarios, you will find ideas for later ones starting to appear. You'll put yourself momentarily in the shoes of major non-player characters, and ask yourself: 'Shouldn't he really want to do something about such-and-such?' Hire the party, for instance? Or attack them in revenge for their theft of his prize orgone accumulator? Here is where the true homegrown commissions come from – the interaction of your background and your non-player patrons. The more detailed these become, the more scenarios they will produce. The characters' own activities help, too; they may decide to aim for some common goal, such as stealing a starship or finding a psionics institute; and your scenario will practically write itself from then on.

An article called *Instant Adventures* in Volume V, No 10 of *The Dragon,* by Michael Kelly is a very useful piece, listing a couple of dozen basic plots for scenarios, and in each case giving notes on what preparation the referee has to make for the scenario and how long this will take.

The next question is that of reward. What should the player characters get if they are successful? Reward covers many things; most frequently it will be cash, but it could also be in terms of useful knowledge (location of the psionics institute, perhaps), favours from those in high places, improvement of skills or psionic talents (though this must not be overdone, and such improvement is best purchased by training between adventures), the dropping of charges against the group, or something simple like not having their arms and legs removed without anaesthetic.

Reward depends on how much your players already have, how long they have to wait between jobs, and how important success is to the patron. The patron's own wealth is also a major consideration. There is more opportunity for unbalancing the game through giving players too much as a reward for success than in any other way. As a rough guide, it helps to think of a Credit (the *Traveller* monetary unit) as being worth about 50p; this is also useful when asked by a player for the price of something not listed in the rules.

The average traveller will live comfortably for a couple of months on a thousand or so Credits, and this should be your minimum reward for each adventurer so long as they only have themselves and their personal equipment to support. The maximum reward should be a couple of tens of thousands of Credits; enough to live well for a while and travel on to the next world, and buy some useful equipment. This is the level to start players at if you can; it minimises work in designing planets and the affairs of worlds.

Some players start with starships, or eventually obtain them. The minimum reward for anyone who has enough money (or big enough debts) that the above rewards are no longer tempting should be tens of thousands, the maximum hundreds of thousands. By now the player has several minions to support and a vehicle or two; he is nearing the end of the rise to power started when he was satisfied with Cr1,000 for a job.

There is a natural progression towards greater wealth and power among player characters. The wealthier they become, the more equipment and minions they will acquire; thus the more easily they can succeed in simple commissions. Fortunately, these simple commissions then no longer pay enough to satisfy; so larger-scale plots are required, which because of their greater scope are rarer, more difficult, and with greater rewards attached. After perhaps several years of play, some groups will have accumulated enough wealth to design a ship for themselves; this is generally a break-point – from that moment on the group must search out its own tasks, invent its own commissions as it were, since they have become patrons in their own right.

An alternative to this pattern of 'one-off' scenarios is the service adventure, which can take several forms but essentially, the players are hired as troubleshooters on a long-term basis by some patron or other. This has advantages, in that the players have an overall goal. Here, they need simply obey orders until the time comes when their character is developed enough to have its own aim in life. These orders, by the way, like all orders from patrons and commissions, should be broad outlines, with actual tactical objectives and methods left to the group's discretion. Otherwise, if the patron offers guidance and gives orders at every step, there is no need for any players, and they certainly have no sense of influencing events, which is important to the feel of the game.

A second advantage is that powerful equipment necessary for a particular scenario can be more easily loaned to the characters, then repossessed after the trip so as not to make them too powerful for the next mission.

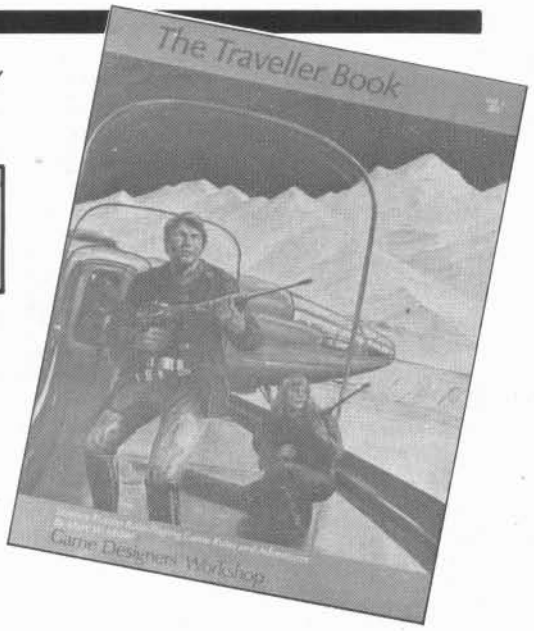
The disadvantage is that players may feel stifled by being part of an organisation; they may want to do something different, turn the task down and so on. They can always leave the service; but in fact, since the referee rarely has more than one or two scenarios which are ready to run, the players' choice isn't really that much more limited.

This approach gives the referee more control over the players, who may be organised into a chain of command with one player having actual authority over the others, usually by virtue of rank or social standing. Also, it eases the referee's tasks in preparing adventures for the group by reducing his options; and paradoxically, it is sometimes easier to create a scenario if your initial possibilities are limited. It is useful to find out what sort of services the players would like to be in if this is the way you're going; they might not have mustered out of the military yet. Other potential employers worthy of note are megacorporations requiring security guards or explorers to search for new markets and products in an unmapped sector, mercenary companies, intelligence moguls, pirates or bandits of any kind, and bounty hunters. ■

Next issue – Part IV: Campaigns.

In Open Box, *science fiction and fantasy games and rulebooks currently in the shops are reviewed by independent authorities.*

ERROR. In last issue's Open Box *there was an unfortunate error. The* SoloQuest *review was, in fact, of the USA version.* SoloQuest *is now printed in the UK by* Games Workshop *and retails for £4.95, not £5.95 and all the errors mentioned in the review have been corrected.*



The Traveller Book

GAME DESIGNERS' WORKSHOP £9.95

Traveller was a booklet game, but its presentation was always a cut above the competition, if only because of the snappy black and red colour scheme (happily preserved beneath the dust covers of this new product); now, the old spacer has raised the credits for some stiff card armour and the hardback is with us. Inside, however, the rules are much as before.

Traveller was one of the first science fiction role-playing games; for all its oddities it remains one of the best – note how much other rules borrow from it. Characters are created with a variety of backgrounds, a six-element 'profile' (covering strength, dexterity, endurance, intelligence, education and social status), and skills ranging from weapons use, through engineering, to bureaucratic administration. Parties roam the stars in faster-than-light ships, seeking money, power, and ways out of tight corners. The game's virtues lie in its rule mechanisms, which manage to be succinct, useable, flexible, and fair to players, while penalising stupidity *and* retaining a definite sense of realism.

There are a few changes from previous *Traveller* editions here, however, which it is fair to note. In the Character Generation section, vehicle skills have been modified, allowing players a chance of handling hovercraft, submarines, and the like; nonetheless, 'ATV' and 'air-raft' skills still appear, rather confusingly perhaps. More important is the rule that scout characters now earn *two* skills per term of service; as there is also a new optional rule allowing life after failed survival rolls, this seems like a serious shift in favour of the scouts.

Combat has had one rather superfluous simplification introduced; weapons damage now disregards the old plusses and minuses system. In practice, this seems to favour the lighter arms (clubs, body pistols and carbines), but automatic rifles are likely to remain preferred. A few extra 'standard' starships now appear (mostly from the supplement *Citizens of the Imperium*), the human encounter rules have been expanded, and the animal encounter system has had extensive detail improvements. By contrast, some areas still display obvious flaws; the rules for missiles in ship combat are still incomplete, results can still go wildly off the scale in random planetary generation, and so on. Furthermore, weaponry is unchanged, although some of the lighter guns from *Mercenary* (the optional *Book 4*) could easily have been added. (Prices, however, have been brought into line.)

Where *The Traveller Book* shows up well is in its introductory material. New referees are given guidance at every step, and explanations are given for every feature of the rules. Most usefully, extensive sample adventures are provided; there is little new, but all is well chosen. The two largest scenarios are especially well contrasted; *Shadows* is a straightforward *Traveller* 'dungeon', infested with creepy-crawlies; *Exit Visa* is an object lesson in the design and operation of appalling bureaucracies for game purposes.

The production of the book is generally good; spelling errors have been largely eliminated, while tables are concentrated on specific pages, leaving clean blocks of text broken only by some acceptable illustrations. The only problem is that the tables pages are sometimes messy, with important data tucked in odd corners and little guidance for those in a hurry. Sadly, the book has no index, but this need not be a disaster, given the highly logical structure of the work.

Overall, *The Traveller Book* deserves a high rating; it takes an excellent game system and presents it well. It is a much better bet for beginners than the Basic Set (although experienced gamers might prefer to economise); comparisons with the De-Luxe edition are harder, as each contains material that the other lacks, but the *Book's* superior presentation, logical structure, and excellent sample scenarios more than balance the alternative of a pretty colour starsector map and an interstellar adventure. Old hands need not rush out to buy it, but it is a work of quality by any standards.

Presentation: 9 Rules: 7 Playability: 7
Enjoyment: 10 Skill: 7 Complexity: 6
Overall: 9 Phil Masters

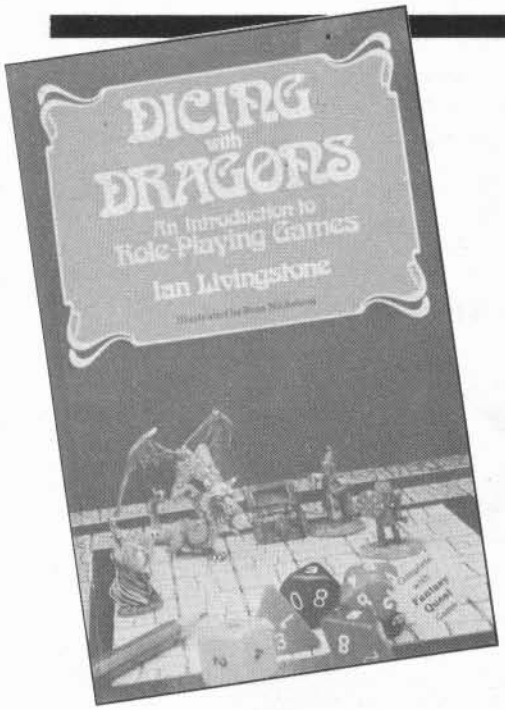
DICING WITH DRAGONS
Routledge & Kegan Paul £3.95

This book is not a game in itself (although it includes a simplified role-play system and solo dungeon) but a useful introduction to the mechanics and varieties of role-playing games. As such it is probably the ideal present for anyone thinking of trying the hobby, and a useful reference for anyone seeking data on a game they don't normally play or needing to find the publisher of a particularly obscure playing aid or scenario. The book consists of an introduction, nine chapters, and five appendices for a total of 214 A5 pages, and is thus better value than many games and scenarios on word count alone.

The introduction and opening section cover the essential techniques of role-play, by the traditional method of describing an episode from a game of *AD&D* then running through the actual mechanics involved, such as conversations between the players and DM, die rolls, and the like. Experienced players will find no surprises here, but the uninitiated will gather the essential ideas which distinguish role-play from board games.

The second and longest chapter consists of a simplified role-play system called *Fantasy Quest* and a solo dungeon based on its rules. The dungeon is fairly complex and has only one escape route – all others lead to the player characters' death. It might be somewhat frustrating for younger players but would make a good *AD&D* dungeon with just a little modification.

Chapter 3 and 4 cover, respectively, role-playing systems and their accessories.



Most of the attention in both chapters is on *AD&D, RuneQuest, Traveller* and *Tunnels and Trolls,* but another 34 systems are also summarised. This section is supposed to be a complete list of available games but there are several puzzling omissions, in particular *Car Wars, Golden Heroes, Laserburn,* and *Once Upon A Time In The West.* There are also a few very minor errors, mostly caused by the delay between writing and publication.

A chapter on miniatures covers their professional manufacture, very briefly, and painting methods. Most of the material presented will be familiar to readers of the *Magic Brush* articles in *White Dwarf.* There is no useful information on scratch building and home casting, but this would really be inappropriate to an introductory book. Similarly, most of the next chapter on refereeing is obviously intended for newcomers and will be familiar to *White Dwarf* readers.

Computer role-playing is covered in one short chapter mentioning most of the machines and games currently available, but omitting a few recent innovations. The author underestimates the speed with which cheap memories and disc drives have become available, but it should be remembered that this area probably changes faster than any other part of gaming. There is no description of programming methods, and some readers may feel that technicalities are invoked unnecessarily.

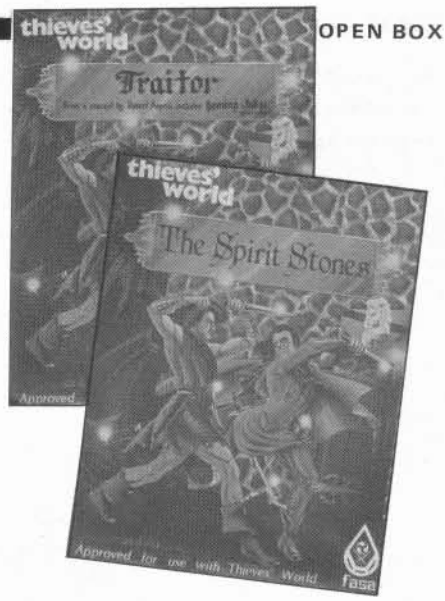
The final chapters cover 'live' variants such as *Treasure Trap* and *Killer,* and ways of beginning to play and contact other players, suggesting the use of magazine advertisements and conventions to make contacts. Again, this data is obviously intended for novices rather than established players.

The five appendices list game manufacturers, magazines, figure manufacturers, shops, and mail order firms, all with addresses and other pertinent information. They somehow manage to include *Games Workshop's* address a total of twenty-one times, but this is more or less inevitable in this sort of cross reference.

Bearing in mind that this book is subtitled 'An Introduction to Role-Playing Games' it will obviously be most useful to novice players and the uninitiated. However, it is probably the most complete summary of the role-playing hobby available, and well worth buying for its appendices alone. Any club seeking new members should consider donating a copy to their local school or public library, and thus building up a pool of interested applicants. This is also the ideal book for players who are considering moving into a new area of gaming, and want to find out what choices are available.

Presentation 10 Enjoyment 9
Rules (game only) 8 Skill (game only) 7
Playability (game only) 9
Complexity (game only) 8
Overall: 9 M L Rowland

TRAITOR
THE SPIRIT STONES
FASA £5.50



These are the first of a series of scenarios being produced by *FASA* for use with *Thieves' World, Chaosium's* multi-system pack reviewed in *WD30.* They are designed to be readily convertible to any system: characters' statistics are listed in the form of percentages in six characteristics (Might, Intellect, Knowledge, Stamina, Co-ordination, and Appeal) and ratings in one or more generalised skills (fighter, thief, cleric) on a scale of 0-9, together with height, weight, age, weapons and armour (if any) and cash in hand.

In *Traitor* the players (4 or 5 recommended) are Hawkmasks, employees of the underworld boss Jubal (whose motivation and character are described in a fine essay by Robert Asprin, originator of the *Thieves' World* concept and editor of the 4 collections of stories about Sanctuary now available). They have been ambushed while collecting a document very important to him and have three days in which to retrieve it and discover the traitor among their own ranks. This can be any of the characters, as the GM chooses; the detachable character-sheets provided for the players present identical information on each side, with an extra paragraph on one side explaining how the player has come to betray information about the pick-up, in each case as a result of foolishness or unthinking greed rather than malicious intent. The 'traitor' is doomed unless he successfully shifts the blame to someone else, and the penalty for failure in the main task is certainly death; thus the players, especially the 'traitor', will be under considerable pressure.

In *The Spirit Stones* the players (3 or 4) are S'Danzo, members of the gypsy-like people introduced in *Thieves' World* and further explained here by their creator Lynn Abbey. They must recover three Spirit Stones entrusted to their care, the only objects that the S'Danzo truly value, taken by force from an old S'Danzo they should have been guarding. Their only lead is that the thief came from Sanctuary and had a peculiarly scarred face. The trouble that they will face comes not so much from false leads as from the fact that the stones have changed hands several times by the time they reach Sanctuary; there is no time-limit, but tracking down and recovering them will be very difficult, especially as the S'Danzo cannot afford to let the true value of the Stones be known, and will not get much help from their own people even.

The plots and sub-plots have been carefully thought out and all possibilities seem to be well covered; some of the personnel in the two scenarios are the same, helpfully cutting the GM's work. A further restriction upon the players in both cases will be their shortage of cash, which will be needed for private-eye style bribes as well as, in the S'Danzo case, living expenses; complications and delays may well ensue if they attempt to supplement their means by the commonest method in Sanctuary, theft.

Presentation is reasonably good, but each page has a sprinkling of misprints and minor errors and the language is sometimes clumsy.*Traitor* also requires as background a period when the Ilsig kingdom has not yet been conquered, which would in fact be considerably before the 'present' of *Thieves' World,* and *The Spirit Stones'* account of the cult of Shipri does not square with what is said on the last page of the *Thieves' World* players' guide, but these are minor features which can easily be adjusted. Less easily coped with is the problem of the relative value of coins; reference in the stories suggest that silver and and gold are considerably more valuable in relation to copper than the *RuneQuest* 1:20:200 standard, and this is an area which could do with explanation. But all in all, these look like testing and enjoyable adventures.

Enjoyment: 8 Skill (required): 7
Complexity (of adventures): 6
Overall: 7 Oliver Dickinson

Fiend Factory *is a regular department featuring readers' monsters, edited by Albie Fiore. In last issue, the possibilities of adventuring in the magical land of Faerie were discussed. Here are some of the inhabitants of Faerie.*

FAERIE DENIZENS

A New Monster Group for AD&D by Alan E Paull

GWYLLION

No Appearing:	**2**
Armour Class:	**10**
Movement:	**12"**
Hit Dice:	**5**
Treasure:	**None**
Attack:	**2 claws for 1d4 each**
Alignment:	**Lawful neutral**
Intelligence:	**High**

Gwyllion are hermaphroditic human figures, usually encountered only by travellers through lonely mountains. Always seen in pairs, they sit among the rocks on either side of a mountain path and silently watch passing travellers.

Those courteous enough to speak to them may be well rewarded, though not in gold, for gwyllion deal in information. Answers to questions put to them will always be truthful, if known, but unless they are very well paid with other information, they will respond in rhymes and riddles, so as to impart little information, while keeping their word, being truthful, and leaving out nothing. If they can be sufficiently bribed to leave the mountains, they can be used as witnesses in courts.

Gwyllion have no voices, communicating entirely by means of telepathic words (not true telepathy). They dislike fighting, though they are not above provoking others, and will never fight unless in self defence.

BOGLES

No Appearing:	**1-20**
Armour Class:	**3**
Movement:	**6"**
Hit Dice:	**2**
Treasure:	**M; X.**
Attack:	**2 claws for 1d8 each, plus suggestion**
Alignment:	**Neutral evil**
Intelligence:	**Average**

Racially related to goblins, bogles are just as evil natured, though for reasons best known to themselves they prefer to harm liars and murderers. They are as small of stature as goblins, but have an unusually distinctive appearance. They have very pointed features, hooked noses and sharp chins, while their bodies are thin, angular and knobbly, giving them a very spiky look. Their skin is extremely hard and is covered in studs, which accounts for the low armour class.

Bogles inhabit underground caverns and graveyards, being fond of the companionship of the dead and undead for whom they have great respect. Regrettably, this respect is matched by their love of killing, and their very effective claws make them dangerous opponents. The bodies of those killed by bogles will be neatly laid out on the ground above the bogles' lair the day after the deaths occurred.

Bogles immensely enjoy surprising unsuspecting victims, who will usually flee the encounter owing to the reputation of these creatures. Such surprise attacks are made simpler by the bogles' appearance, which enables them to camouflage their form amongst junk or woodpiles. This speciality also means that bogles themselves cannot be surprised. When confronted by those stronger than themselves, bogles may try to tempt or bribe people to evil ways. All bogle individuals have the ability to use a *suggestion* spell (as 3rd level MU spell) once per day.

REDCAPS

No Appearing:	**1**
Armour Class:	**6**
Movement:	**6"**
Hit Dice:	**5**
Treasure:	**B**
Attack:	**1 by weapon type**
Alignment:	**Chaotic evil**
Intelligence:	**Average**

Small giants or large ogres (12 feet tall), redcaps inhabit old ruined towers and castles in remote areas, particularly those with a history of evil. Redcaps have a goblinish appearance, and may sometimes be found leading their smaller brethren. Their favourite weapons are pikes and halberds of huge size.

These creatures are known as redcaps because of their unsavoury habit of dying their caps in human blood. Tales say that unknown wizards used redcaps as guards and strengthened them by making their hides impenetrable to normal weapons; thus magic or silver is required to affect these creatures.

BEAN-NIGHE

No Appearing:	**1**
Armour Class:	**6**
Movement:	**12"**
Hit Dice:	**2**
Treasure:	**X**
Attack:	**1 touch for 1d6, plus special**
Alignment:	**Neutral evil**
Intelligence:	**Average**

The bean-nighe (pronounced ben-neeya) are said to haunt lonely streams in heathlands of hills. Legend has it that these spirits are the tortured souls of women who died in childbirth, and the appearance of a bean-nighe is an ill portent, as they are usually seen washing the blood-stained garments of those about to die. Fortunately they appear only very rarely on the material plane.

The bean-nighe can defend herself using her chilling touch, but if attacked she will utter a banshee-like wail, which will inflict 1d10 damage on individuals within 2" who fail their saving throw versus magic. The bean-nighe can wail twice per day.

As they are semi-corporeal, bean-nighe can be harmed only by silver or magical weaponry. They are impervious to *cold* and are unaffected by *charm, sleep* or *hold* spells. The soul of a bean-nighe can be released from torment by means of an *exorcism* spell.

FAY STIRGE

No Appearing:	**1**
Armour Class:	**10 (as faerie), 8 (as stirge)**
Hit Dice:	**1 to 6**
Treasure:	**A**
Attack:	**by weapon type, or 1 bite (as stirge) plus blood drain**
Alignment:	**Chaotic neutral or Chaotic evil**
Intelligence:	**High**

Commonly found in Faerie, the vampiric fay stirges (sometimes known as leanansidhe), are of two varieties. Some inspire their lovers to become great poets, who live brilliant though short lives. Others are merely blood-sucking vampires, content to pursue their own self-centred and evil aims.

Fay stirges are usually discovered in the form of houris of the faerie race (grey elves), possessing exceptional beauty and allure. In faerie form they may use a *suggestion* spell (as 3rd level magic-user's spell) and a *charm* spell (as 1st level magic-user's spell) once each per day. In addition they may use houri spells, as a houri of the same number of hit dice. However, this monster is most feared because of its ability to *polymorph* at will into a stirge of immense size (man-size), having hit points equal to those of the creature in faerie form. The stirge bites for 1-3 points of damage, but a successful bite means that the creature has attached itself and thereafter will drain its victim's blood at a rate which inflicts 1-6 points of damage per round until the victim dies. In stirge form it can only be affected by magical or silver weapons or by spells, though it has a basic magic resistance of 25% and versus *charm* spells a magic resistance of 50%. They may be turned by clerics as vampires.

SPRIGGANS

No Appearing:	**4-40**
Armour Class:	**Variable**
Movement:	**9"**
Hit Dice:	**2 to 4**
Treasure:	**Individuals M; E, S**
Attack:	**1, Variable damage**
Alignment:	**Neutral evil**
Intelligence:	**Average**

Spriggans are an unusual form of goblin with a particular hatred for humankind. They live in underground locations especially mines, as they enjoy digging.

When initially encountered, spriggans are only two feet tall, but will immediately begin to grow in size, taking four melee rounds to grow to their maximum size of 10 feet. As they grow, their vulnerability to weapons increases, but their claws become bigger and more effective (see table below).

Size	*Armour Class*	*Damage per attack*
2'	5	1d4
4'	6	1d6
6'	7	1d8
8'	8	1d10
10'	9	1d12

Spriggans take great delight in the fear their special ability causes, and may deliberately slow down their advance to melee in order to heighten their menacing appearance. ▶

DUERGAR

No Appearing:	**1-3**
Armour Class:	**10**
Movement:	**12"**
Hit Dice:	**1d4 per level**
Treasure:	**F**
Attack:	**As Illusionist plus special**
Alignment:	**Chaotic evil**
Intelligence:	**High and above**

The duergar are a race akin to the dwarves though they are of a twisted and corrupt nature. They are dark-skinned, dwarf-sized, misshapen of limb and they favour many-pocketed robes of sombre colour. Legends say that the duergar are the descendants of dwarves who dabbled too deeply in magic and evil crafts, and they now only rarely wander from their secret underground laboratories. There exists an ancient enmity between the duergar and true dwarves.

The duergar are powerful illusionists and may presumably progress to an unlimited level of ability, though there are no confirmed reports of duergar higher than 10th level. (*NB* Progression is as a character of illusionist class). Owing to mighty enchantments early in their history, the duergar are immortal (and thus unaffected by ageing) and do not require sleep. In addition to illusionist spells (as appropriate to an illusionist of the same level), a duergar has a particularly powerful *spectral force* spell, which may be used once per day. The area of effect and range are the same as the 3rd level illusionist's spell, the maximum duration is 1 round plus 2 per level of the duergar, and the saving throw is made at -4 owing to the spells potency.

PHOOKA

No Appearing:	**1**
Armour Class:	**7**
Movement:	**15"/18"**
Hit Dice:	**3**
Treasure:	**None**
Attack:	**1 or 2; damage 1-2/1-6, plus special**
Alignment:	**Chaotic evil**
Intelligence:	**Low**

The rare and cunning phooka of moorland, mire or hill country is a strange, perverse creature with the ability to *shape-change* into a variety of forms. It is normally found in the form of a goat, a shaggy pony or a giant eagle. Favouring solitary travellers or stragglers it becomes very friendly with its victim, encouraging him or her to ride it, though it may also use its power to *enchant* an unwilling victim into mounting (those who fail a save versus magic will mount, unless restrained; the phooka can carry two heavy people, chosen randomly if more than two fail their saving throws). If ridden, the phooka will go on a wild and terrifying gallop, eventually dumping its rider(s) in mire or ditch and chuckling as it gallops away.

In appearance it is generally jet black with blazing eyes. The phooka is also capable of changing into the following forms; dog, cat and bull.

BLACK ANNIS

No Appearing:	**1**
Armour Class:	**9**
Movement:	**9"**
Hit Dice:	**3+3**
Treasure:	**E**
Attack:	**2 claws for 1d4 each, plus special**
Alignment:	**Neutral evil**
Intelligence:	**Exceptional**

Also known as the blue hag, black annis is the personification of winter as a cannibalistic hag. A powerful minion of the Goddess of Winter, she is blue-skinned and wears black robes. Evil creatures of less power will often worship her, and so she will usually be found at a temple lair in the company of fanatical disciples. For food she prefers human infants.

Black annis hates all goodness and will attack any creature(s) of good alignment as long as the possibility of success appears favourable. Once per day she may use three spells from the following selection: *sleep* (as 1st level magic-user's spell); *ice arrow* (as 1st level magic-user's *magic missile* spell); *ray of frost* (as 2nd level magic-user's *ray of enfeeblement* spell); *know alignment* (as 2nd level cleric's spell); *cause fear* (as 1st level cleric's spell); *change self* (as 1st level illusionist's spell). In addition black annis wields the *Staff of Winter* (see below).

As black annis is a spirit-being, she is unharmed by normal weaponry, though silver, magic or iron weapons inflict normal damage. Furthermore, she is immune to *sleep, fear* and *cold*-based spells, but fire will do an additional one point of damage per die.

The *Staff of Winter* resembles a long, gnarled hawthorn staff, tipped at one end with an unmeltable ice-crystal. This staff has a maximum of 25 charges and may be recharged by black annis (only) at a rate of 5 charges per day.

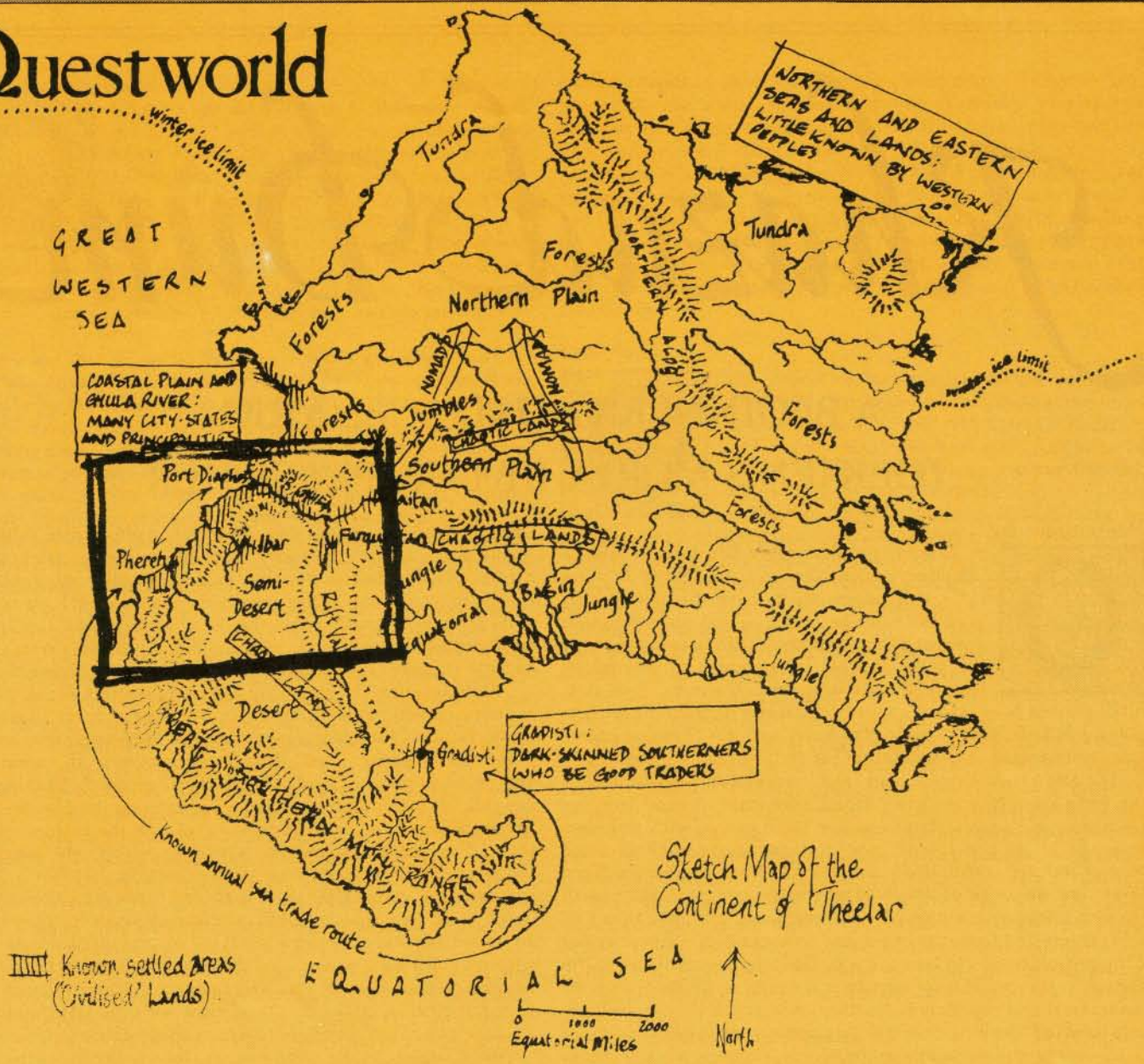
The following effects can be produced by using the staff:

1. A successful strike upon an opponent uses 1 charge and inflicts 2-12 hit points of cold damage. Treat all targets as AC10 as the damage is transmitted through armour; dexterity advantages apply as normal.

2. For the expenditure of 2 charges the staff's head can be struck upon the ground to create an area of magical *sheet ice* (2" radius), which will have the same effect as an *Oil of Slipperiness* poured on the floor. All creatures within the area of effect, except the staff wielder, will take 1-6 hit points of damage when this ability is used (half damage, if save versus staff is made). The *sheet ice* will remain for 1-4 turns, at the end of which it will melt. The wielder will be unaffected so long as he or she remains stationary.

3. When the staff is pointed at a desired target area and a command word (DM's option) is uttered by the wielder, the staff's magic will create a blinding *snowstorm* confined within a hemi-spherical area of 5" diameter and 1½" height. The centre of the *snowstorm* can be up to 10" from the wielder, and it lasts for 2-8 melee rounds. All creatures will suffer 1 hit point of cold damage for each round that they remain within the area of effect. In addition, creatures in the *snowstorm* that fail a save versus staff will be blinded for 1-4 melee rounds after they come out of the area of effect (a save results in no effect). Those on the edge of the area of effect (within ½"), who make their saving throws, are assumed to have jumped clear and will suffer no adverse effects. ■

Questworld



Sketch Map of the Continent of Theelar

by Oliver Dickinson and Bob McWilliams

Questworld was derived, as described in *Different Worlds 17* and *Wyrms Footnotes 13*, to provide a developed non-Gloranthan setting for *RuneQuest* adventures, so that these neither had to be harmonised with the history of Glorantha nor to be left hanging without background. Theelar, the continent mapped above, has been assigned to *Games Workshop*, and it is hoped that all scenarios can be accomodated in it; Bob McWilliams and I are struggling to develop it, particularly the area above (itself many times the size of Balazar and the Elder Wilds in *Griffin Mountain*), and a pack containing much information and some scenarios should appear in 1983. Since Theelar is absolutely *vast*, it is open to GM's to develop totally separate campaigns in it, or to build on what we publish, since we can scarcely do more than sketch our territory; anything intended for ultimate publication must be cleared with us, to avoid conflicting claims and allow harmonisation where required, and we can provide any background information available. Here is a chance for many of you out there to become involved in developing a world on a large scale, and submissions (and offers of help!) are welcome.

A few guidelines: submissions should be set out in the format of recent *Chaosium* publications like *Borderlands*, and new monsters, cults, treasures, etc, should be written up as in *RuneQuest*, the *Cults* volumes, *Plunder*, etc. We wish to maintain the 'ancient world' style of Glorantha, and so the technological base must be kept simple (no Death Lords with blasters) – but this does not preclude societies like pre-modern Japan or, indeed, much of pre-modern Asia, Africa, or pre-Conquistador America.

Theelar contains examples of all the Gloranthan races of creature; in some parts, also, there lurk strange creatures and the often degenerate remnants of intelligent races. The Gloranthan creatures were brought to Theelar after Time began, and hence carry features which they acquired during the Gods War and Great Darkness. How this came about will be revealed in greater detail in the pack; suffice it to say here that Arachne Solara had the greatest part in it, discovering a way 'through' to other universes – for, as the sage Moorcock has taught, there are not one but many universes. As the creatures are there, so are many of their gods, especially the 'national' gods of the non-human races and the major gods of human societies; though the sun is not Yelm, nor the winds Orlanth and his kin, and Waha and Eiritha have no resting-place in Theelar, yet the prayers of their worshippers are answered, because of the strength of their cults. But many lesser cults attached to a place, such as Pavis or Sartar, the sub-cults at the Paps, seas and rivers, and many spirits have no place in Theelar; nor do the gods of the Lunar pantheon, which was developed in Time and draws strength from the presence of the Red Moon, or the riddlers of Nysalor/Gbaji. But the major Chaos gods are there, and they have new allies among the few survivors of the native gods and spirits of Theelar, many degenerate like their surviving worshippers. Others of the survivors have joined with the lawful Gloranthan gods, or are bitterly hostile to all the 'invaders', or are true neutrals, seeking only to preserve themselves. Nothing is quite as it is in Glorantha, but much is familiar. ■

Khazad Dûm

A BEGINNERS' AD&D SCENARIO: TOLKIEN'S MORIA BY LEW PULSIPHER

DMs Introduction

A difficult problem every DM faces is how to introduce potential players to *AD&D*. In most cases it is impossible to have the new players read the rules beforehand, and no practicable amount of preliminary lecturing can give them the grasp of what is happening to play intelligently for the first time. However, most potential players have read the most well-known of modern epic fantasies, J R R Tolkien's *Lord of the Rings*, and this common knowledge can be used as a foundation for an introductory game.

The DM can use the players' knowledge of the capabilities of the Fellowship in a modified Moria adventure to substitute for familiarity with rules. He can people the dungeon with creatures from the books (or close to such) so that players will have some idea of monster capabilities in relation to their characters. Since there are no obvious *D&D* type magic-users in Middle-earth (Sauron's more of a clerical lich) the most complex aspect of *D&D* is omitted from the beginners' scenario. Moria also provides a limited objective, to find the way from the western side to the eastern entrance. This is easier to grasp than an amorphous hunt for treasure and experience. Another advantage is that the Fellowship entered Moria with virtually no extra equipment, so there is no worry about encumbrance values, torches, ten-foot poles which seem to occupy space only when they are needed, and so on. Yet another plus is that the players may find it easier to identify with the Fellowship than with a set of dice rolls, thus giving a good first impression. (Usually one game is enough to attract players, but if the first game is uninteresting the newcomer may try some other game.) Players also will have the dice rolls for the Fellowship and the list of their capabilities in front of them, so that when the next game is played they won't begin as total strangers to the customary methods of a campaign.

While running the game the DM should strive for simplicity, rapidity of play, and 'realism'. He will have to make suggestions about Gandalf's magical powers because the players won't understand the character card. (If any participant is an experienced player, he should be Gandalf.) For the same reason he should not hesitate to manipulate the game; for example having the alarm drums begin when the adventurers approach the entrance even if they haven't encountered any creatures who might have given the alarm. Draw a rough connectivity chart for the players as they go along, or make a detailed map for them even though they don't need to know in detail where they've been (they're not going out the way they came in). If the players are groping around without getting anywhere, Gollum might try to steal the ring and be captured so that he can lead them out. Unless players want to roll their own attack dice (and most will) the DM should have a list of pre-rolled numbers to use to speed up melee resolution.

When beginning the game you, as DM, say the following to the players, modifying it as you like according to how much the new players know about the game.

Player's Introduction

I have a special dungeon to introduce you to the game, based more or less on the journey of the Fellowship through Moria in Lord of the Rings. *It is a compromise between the* D&D *rules and Tolkien's 'rules', so don't expect other* D&D *games to be exactly like it, and don't expect it to be exactly like Moria. You won't necessarily get out alive, either. You'll be able to get along pretty well, though, if you think of the abilities of your characters, and the abilities of the monsters, as they would be in Moria.*

There are two major differences between this game and normal D&D. *First, your immediate objective is to go through Moria and leave by the eastern exit. In normal* D&D *the immediate object of a dungeon adventure is to slay evil creatures, find treasure and magic items, and then get out, usually the way you came in. By doing so you gain experience and experience levels, giving you greater abilities. You would have to play a long time, starting from the bottom or first level, to become as powerful as Gandalf and Aragorn are in this game. In* D&D, *though, you can become even more powerful – but the monsters are much tougher than those found in Tolkien's world.*

The other big difference is that, with one minor exception, there are no D&D *type magic-users in this Moria. Gandalf does use magic, but his powers have been given to him, more or less, by the Valar, with restrictions attached. He probably corresponds better to the* D&D *cleric, a man whose magic powers are god-given and consequently restricted, than to the* D&D *magic-user. Middle-earth is a world in which magic is very rare; in the* D&D *world magic is common, and more powerful.*

This dungeon can be used with normal D&D *characters once you've tried it with the Fellowship. The dungeon is somewhat like the eastern-most section of Moria, not so different from a normal* D&D *dungeon except that it is smaller. Normally players make maps of dungeons, but we won't bother with that this time. You will start near the eastern exit of Moria, near Dimrill Dale; you've already gone through most of Moria without an encounter, just as the Fellowship did in the book.*

Mechanically, I tell you where you are, you tell me what you want to do, I tell you what happens, and so on. You can fight, run, open doors, listen – you can try anything you can think of that the Fellowship, or any group of adventurers, might try to do. Combat involves dice rolling and several tables, which I'll take care of except that you can roll the dice.

(Give the players the character cards.) *These cards give the characteristics in game terms of the Fellowship. I'll have to help you with the spells Gandalf can use. Normally players roll dice for each characteristic, and decide which class they want to be – fighter, thief, cleric, magic-user, etc.*

An important change from the book is that Gandalf does not know the way out of Moria, so you'll have to wander around until you find it. You'll know which direction you're travelling in, and you know that the exit is toward the eastern end of the dungeon. You start at the western end. Finally, I wouldn't let any evil creature escape if I were you, for fear it might arouse the balrog.

DMs Notes

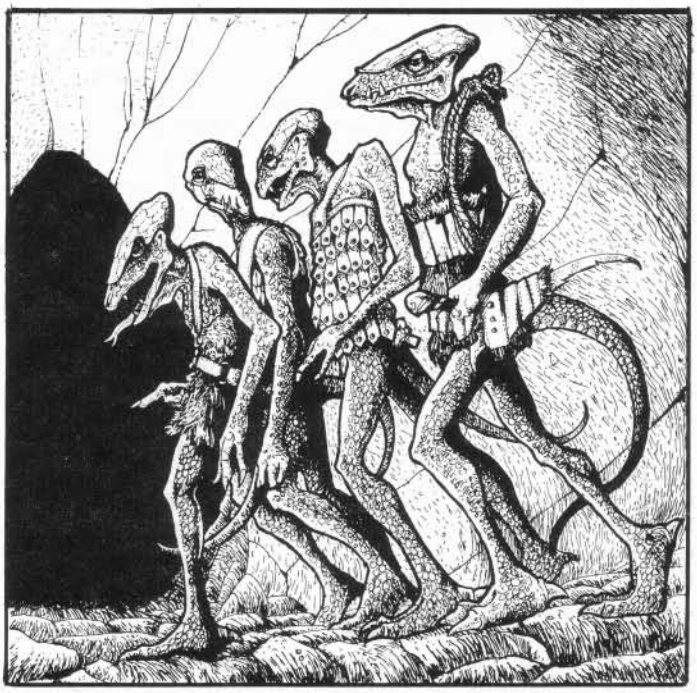
The following information should be on the character cards given to the players (the order of abilities is STR INT WIS CON DEX CHA):

Gandalf: Man, 8th level cleric, abilities 10 18 18 18 14 18, 55HP, no armour (AC10), moves 12". Sword *Glamdring*, +1, +2 vs orcs and goblins, detects both at 30-foot range by glowing. *Staff of Continual Light.* Ring *Narya* gives these powers once per day each: *pyrotechnics, wall of fire,* limited *holy word* (10-foot diameter, stuns all creatures of less than 4 hit dice, save allowed) for 1-6 minutes. Has five first and five second level clerical spells, four third level, and three fourth level. May substitute *hold portal* (first level) and *knock* (second level). (Note: unless Gandalf is an experienced player, do not require Gandalf to memorize any particular spell. You'll have to tell him what he could do in a given situation.)

Aragorn: Man, 7th level ranger-paladin, 18(75) 16 16 18 18 18 65HP, no armour, -4 to get hit due to dexterity (AC6). Flaming sword *Anduril* +2. +2 hit probability and +3 damage inflicted owing to strength. +7 damage vs orcs, goblins, trolls, giants. Moves 12". *Cures* 14 hits once per day, two diseases per week. 3 attacks per 2 rounds. (Note: I do not allow ranger-paladins in standard *AD&D*, of course. Aragorn does *not* have a *detect evil* ability.)

Boromir: Man, 7th level fighter, 18(90) 11 3 16 17 13. 60HP, no armour but has a shield, -3 to get hit due to dexterity (AC6). Moves 12". Sword, horn paralyzes enemies one minute when blown, but very loud, and usable only once per enemy group. +2 hit probability and +4 damage due to strength. 3 attacks per 2 melee rounds.

Gimli: dwarf, 4th level fighter, 16 13 9 16 14 9. 30HP, chainmail (AC5). Axe. Moves 9". Has infravision, finds large traps, +1 damage due to strength, +1 hit probability vs orcs, goblins, hobgoblins, -4 to get hit by ogres, trolls, and giants. ▶



▶ **Legolas:** elf, 4th level fighter, 11 14 16 14 17 13. 22HP, no armour, -3 to get hit due to dexterity (AC7). Moves 12". Dagger, short bow, 30 arrows. Has infravision, finds secret doors. +1 hit probability with sword (if he finds one) +3 with bow (elf and dexterity bonus). May shoot bow twice per melee round.

Frodo: hobbit, 2nd level fighter, 9 14 14 15 12 10. 13HP, +4 chainmail (mithril) (AC1). Moves 9". +1 dagger, *Sting*, glows when orcs are within 30 feet. *The Ring* turns wearer *invisible* but the chance increases with time worn that he will be dominated by it and become evil.

Sam: hobbit, 2nd level thief, 8 9 14 14 9 7. 10HP, no armour (AC10). Dagger +1 (additional +1 damage vs undead). Moves 9".

Pippin: hobbit, 2nd level thief, 8 13 7 13 14 9. 10HP, no armour. (AC10). Dagger +1 (additional +1 damage vs undead). Moves 9".

Merry: hobbit, 2nd level thief, 8 13 9 12 12 7. 10HP, no armour (AC10). Dagger +1 (additional +1 damage vs undead). Moves 9".

The following information is for the DM only. Gollum has 20HP, Moves Silently 40%, Hides in Shadow 90%, surprised only 10% of the time, climbs as a 5th level thief, AC7, bites for 1-4 as though a one hit die monster. He tracks by smell.

I never give high level characters one attack per level against very weak monsters, such as orcs, nor should you in this scenario.

No player should have more than one of the five powerful characters, unless there are fewer than five players.

Dungeon Keys

Note: a 'High Hall' has a ceiling at least 40 feet high, supported by columns.

1. High Hall. Two large spiders (AC2; HD2; HP10, 10; Att 1-4 + poison (save vs poison or be paralyzed one day); *neutralise poison* ends paralysis; attacks as 4 dice monster). The room is full of spider strands, and there are huge webs in the vaulting of the ceiling; the spiders drop from there.

2. Hall. Seven wights (AC5; HD4+3; HP24, 23, 22, 21, 20, 19, 18; Att 1-4 + energy drain; hit by silver/magic weapons only, immune to *charm, sleep, hold* and *cold* based spells) come out of niches in the northern wall. The area is 'cold and cavernous'. In the adjacent rooms are stores of various kinds, and in the easternmost are 20 gems worth 100gp each, 2,000gp, and a *Helm of Brilliance* usable by any character (and not worth any gold in itself) – *Durin's Helm*.

3. High Hall. One troll lives here (AC4; HD6+6; HP40; Att 5-8/5-8/2-12; regenerates 3HP/round). Depending on whether the party is in good shape or not, don't tell the players that the troll must be burned – let them figure it out themselves. Treasure: sword +1, speaks but has no special powers (just to introduce players to special swords) named *Slicer* or *Deathdealer*. 500gp.

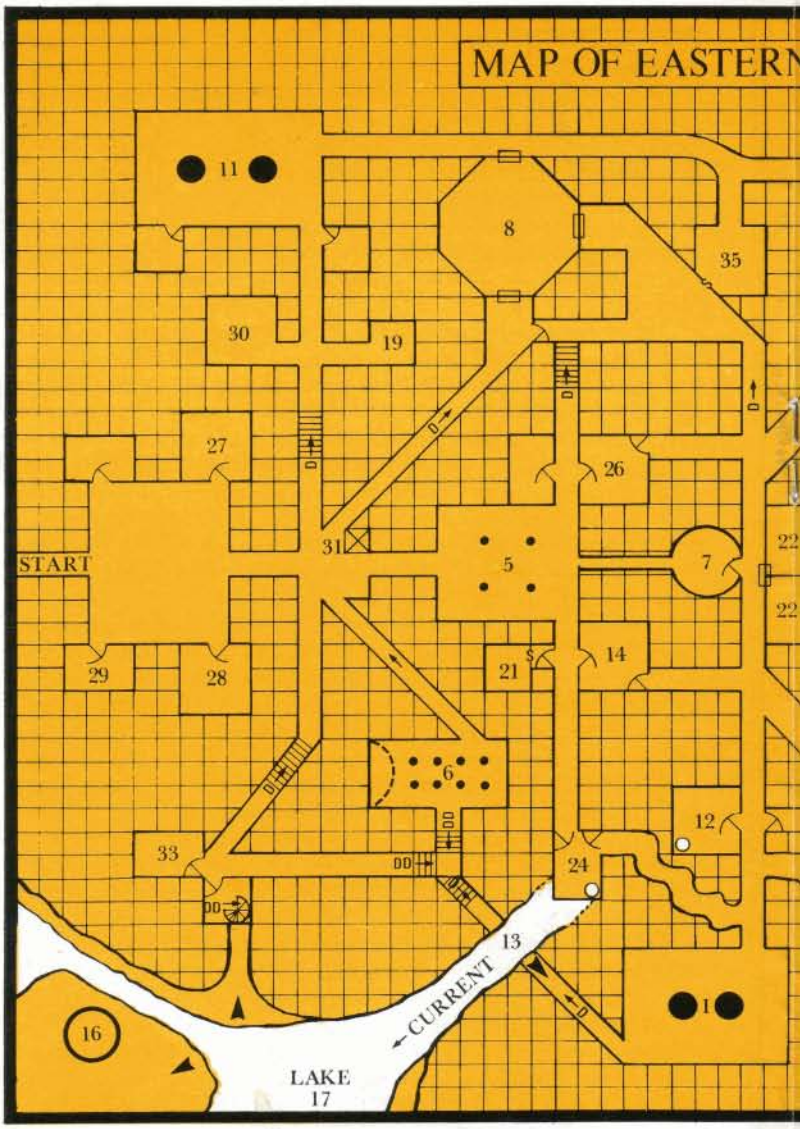
4. Room. Ten goblins (AC6; HD1-7 hit points; HP5x4, 2x3, 3x2; Att 1-6 or by weapon) ride ten wargs (AC7; HD1; HP3x7, 4x6, 3x4; Att 1-6) into the room just after the Fellowship enters. Remember for these and following monsters that some may have bows. The goblins have 50sp each.

5. High Hall. There is a hill giant (hill troll) in the area (AC4; HD8+1-2; HP37; Att 2-16; hurls rocks for 2-16). He carries 500gp in his sack.

6. High Hall. The area marked on the map is a raised dais. There is an alter-like stone on the dais, and on it are two candles flanking an axe. When a character approaches to within 10 feet of the dais, a *magic mouth* says 'Halt, come no further. Come no nearer or DIE'. If a character takes the axe anyway, he has *Durin's Axe* (Gimli recognizes it), +2. If Gimli throws it, it will return to him as though it was a +3 war hammer. It is DM's choice whether to tell the players this, or to hope they will experiment.

7. Room. Four ogres (cave trolls) (AC5; HD4+1; HP19, 18, 18, 17; Att 1-10) are here. They carry a total of 200gp.

8. Hall. 15 ghouls (AC6; HD2; HP9 each; Att 1-3/1-3/1-6 + paralyze; immune to *charm* and *sleep*) come out of crypts along the walls of the room, if the characters go in. Paralysis wears off in an hour. Treasure in one of the crypts is a crown worth 2,000gp, and a *Protection from Lycanthropes* scroll.



9. Hall. Five uruk-hai (AC5; HD2; HP11, 10, 9, 8, 7; by weapon) are the honour guard of the Balrog. Each has 50gp.

10. Hall. A troll (same as 3 but can be hurt only by magic weapons and does not regenerate) here carries 1,000gp worth of gems.

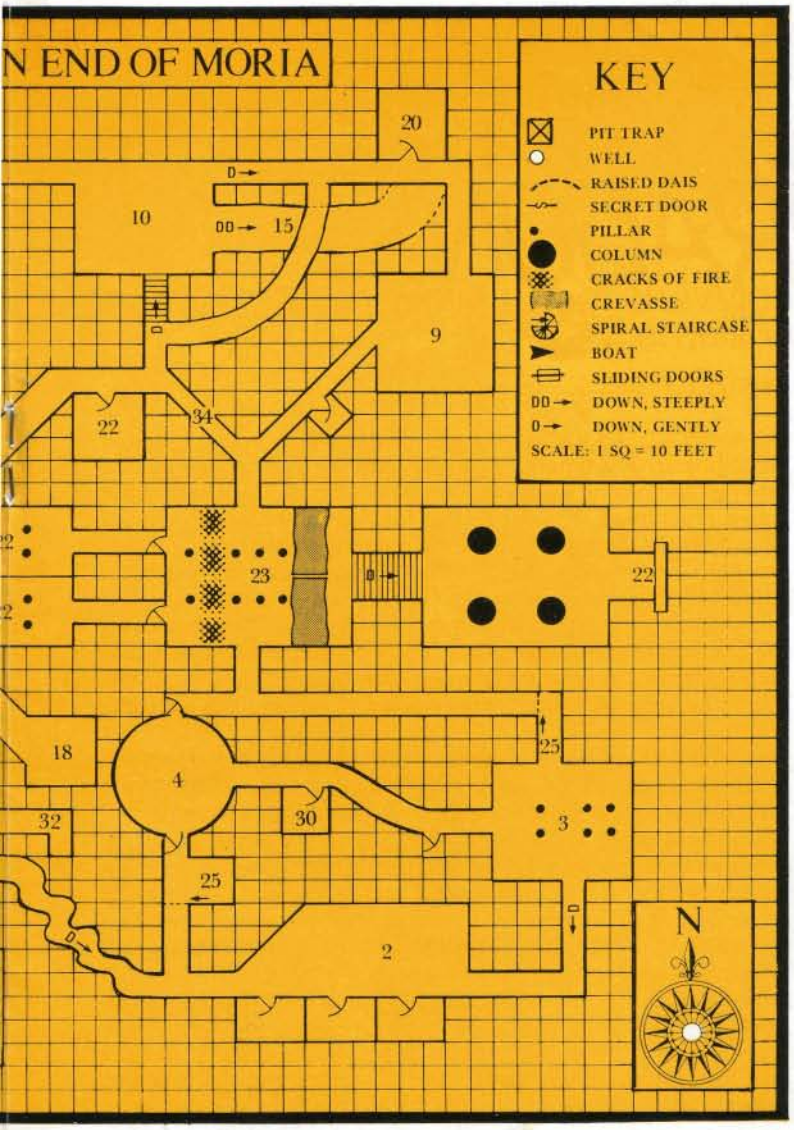
11. High Hall. Three werewolves (remember to tell players they 'look like wolves') are in this hall (AC5; HD4+3; HP24, 21, 19; Att 2-8; hit only by silver/magic weapons). Their treasure is in the adjacent room – 1,000gp, a *Horn of Panic* (as per *drums* – only Aragorn or Boromir can blow it).

12. Room. While the Fellowship is in this room two giant snakes (AC7; HD3; HP12, 12; Att 1-8 + poison inflicts 3d6 [half if save]) come out of the well marked in one corner.

13. Stream. Four lizard men (AC5; HD2+1; HP13, 12, 11, 10; Att 1-2/1-2/1-8), carrying rope, come upon the party from behind while they're figuring out what to do about the boat that is on the other side of the 15-foot wide stream. (A character may swim across, but takes 1-6 hits from carnivorous fish.)

14. Room. Skeletons lie about the room, as after a battle long ago. A statue in the centre of the room looks like a cross between a dwarf and an orc or goblin. In its hand it holds a small chest. Inside the chest are *Potions of Healing* and *Flying*. When the chest is opened, the 20 skeletons (AC7; HD1; HP4 each; Att 1-6; take half damage from sharp weapons, immune to *sleep, charm, hold, cold* spells) jump to 'life' and attack the party.

15. Mine. This area is a rough hole, looking like a sloping mine shaft (but describe it to players in any terms but these – they'll probably recognise it as a mine shaft but shouldn't be told it is).



If players go down they soon see mithril on the walls, and if they go on they encounter the balrog (AC2; HD15; HP70; Att 1-12 (+1 sword)/3-18 (whip); always surprises, viewer paralyzed 1-4 rounds if fails to save vs *fear;* has 75% magic resistance, hit only by magic weapons). If the players flee as soon as they see the mithril (remember to tell them how valuable it is) they ought to be able to get away at least temporarily. Treasure is 2,000gp weight of mithril (worth 10,000gp), a mithril *Shield +4*, a *Wand of Fear* (Gandalf can use it) with two charges left, and 100,000sp. [Note: the balrog cannot fly! The 'wings' are poetic license.]

16. Tower. Men live in this tower (which is not expected to come into play until a 'roll your own' adventure – see below). They include a 4th level magic-user (AC10; HP10), two 2nd level fighters, one with a +1 chaotic/neutral sword (AC2; HP12, 11), and their lackeys – four kobolds (AC6; HD½; HP4, 3, 2, 1; Att by weapon). A small boat is on the shore of the island. In a 'roll your own' adventure another boat will be on the mainland shore. In the tower is a *Mirror of Mental Prowess* and 10,000sp.

17. Lake. Farther out in the lake are 10 nixies (AC7; HD½; HP5x2, 5x3; Att by weapon; can *charm;* have 25% magic resistance). They have no treasure.

18. Room. In this room are statues of dwarves, all defaced, and in the centre a statue of an armed fighting man which acts randomly according to a die roll: 1 – turns to point northeast, 2 – spits at party, 3 – kneels, 4 – draws a circle with an inscribed X on the floor, using the tip of its sword; 5 – says 'beware of crypts', 6 – does nothing. Roll every other melee round.

19. Chamber. A giant bubble floats in the room. If it is touched it explodes for 1-6 damage to all within 10 feet.

20. Room. In the corner is a chest with some mithril on top. When it is opened, it and everyone near it falls into a pit 20 by 20 by 20 feet. One 1d6 damage is inflicted on any who fall if the DM's roll with three dice is higher than his dexterity. In the chest is 500gp worth of mithril (50gp worth on top).

21. Armoury. There are many weapons here, most in a decrepit state, none magical.

22. Guard Posts. Ten orcs (AC6; HD1; HP5x4, 5x5; Att by weapon) and one captain (AC4; HD3-1; HP14; Att by weapon) stand guard. Note that the orcs who make up the majority of the 'wandering' monsters described below come from these areas, except the gate itself, so when the balrog has been aroused these are often empty or undermanned (under-orced?) because the orcs are hunting intruders. Each orc has 1-6sp. [Note: four separate places are described above, each with 10 orcs plus captain.)

23. High Hall. This is the next to last hall, with the crevasse bridged by a narrow span, and with the cracks of fire.

24. Room. A well is in one corner. If the players are into realism enough, one of them might mess with the well; if he does, he dislodges a rock which falls into the water, ultimately (though slowly) arousing the balrog.

25. Trap. The arrow indicates the direction in which the crossbow points. The dotted line indicates the position of the trip wire.

26. Balin's Tomb. This is like the room in the book, bones about, a decrepit, almost illegible book describing the last days of the dwarves' attempt to repopulate Moria.

27. Room. Five uruks (AC5; HD2; HP11, 10, 9, 8, 8; Att by weapon) sit here. Each has 20sp.

28. Room. Many chests containing various non-precious articles such as dwarves would own are in the room.

29. Room. There are 10 normal-size poisonous snakes in the room (AC7; HP1; Att 0 + poison, save or take 2-12 hits).

30. Chamber. Rotting tapestry covers the walls.

31. Chamber. A pit trap (damage as at 20) is outlined by the dotted line on the map.

32. Room. A tin with 50gp in it is hidden under a decrepit bed.

33. Room. Ten goblins (AC6; HD1-7 hit points; HP3x6, 3x4, 4x3; Att by weapon) are in the room. Each has 10sp.

34. Barrier. A rockslide here blocks the corridor completely. There is no chance of digging a way through during a game.

35. Chamber. Orc paraphernalia is scattered about – kegs, tables, piles of junk. There is nothing of value.

Final Notes

There are no wandering monsters unless you need to enliven the game at some point. When an orc, goblin, or uruk gets away from a fight, it goes to raise the alarm. Sometime later – at your discretion – the drums begin to beat. Later the first set of pursuers, 20 orcs, 5 uruks, captain, and one 'cave troll' (ogre) arrive. When they are beaten off or when the Fellowship escapes, the next pursuers they encounter will be the balrog itself plus 15 orcs and 5 uruks. If they are avoided, the next group is two ogres and 10 orcs, and the next, 2 ogres, 20 orcs, and the balrog again. By this time the Fellowship will either be dead or out of the dungeon.

Don't forget, there is nothing to prevent the balrog from pursuing the characters through the gate out into Dimrill Dale. He might even force orcs to come along.

When the Fellowship meets the balrog – and they should if you're doing your job – tell them that, unlike the books, Aragorn and Boromir (or at least Aragorn) can stand up to the monster, probably better than Gandalf can. Remember this is *D&D* Moria, not Tolkien's Moria.

After playing with the Fellowship, players may want to roll their own characters for another go. Let the party have 6-9 characters – fighters to be 4th level, thieves 4th level, clerics 3rd level, magic-users 2nd level.

Under no circumstances should you allow any player to retain any experience or magic items gained in Moria. Moreover, this dungeon is designed to introduce players to the wonders of *D&D*, and is not suitable for a campaign. If you want to modify it, reduce the treasures and eliminate just about all of the magic items, which tend to be quite successful. ■

Microview *is a regular department for computer games, edited by Mike Costello.*

DIGITAL DRAGONS

by Noel Williams

We've been asking you: 'What do you want to see in Microview?*' and the response has been, generally: 'All the topics you've suggested and more'. This is nice, but not very specific, so here's an article which outlines some further types of material that we can include in future* Microviews. *Since we only have a small amount of space in* WD *every two months, we can't cover everything at once, but will try to feature the most popular types of article in coming issues.* —*MC*

There may be gamers who are considering joining a computer-moderated play-by-mail game who would like to know what is involved and why, as games such as *StarWeb* seem increasingly popular. Probably there are also readers who are just generally interested in the micro revolution and how it's affecting gaming even though they will never want or use one. Whether you like it or not we are on the bottom of an exponential curve in micro-gaming and it seems likely that micros will rapidly become one of the major tools of most serious gamers, and may even replace for many the conventional board and table, counter and figure, rule chart and list.

As prices go down, performance goes up so that now a colour computer with sound and graphics is cheaper than the average stereo. A micro which permits a decent adventure game using some graphics together with a visual display of some kind and a program storage system (eg a cassette recorder) costs £200 and a good system anything from £450 upwards. This is still a great deal of money for most gamers.

For these reasons it seems that *Microview* must only deal with basics. Very few readers will have the resources to want an advanced or detailed feature. Most will be interested in computer versions of adventure games, where the computer is DM, and these are increasingly popular. However a computer can do things for the fantasy gamer other than play games. One interesting idea is that it could play a role in the game itself. Obviously this is most apt in *Traveller* type games — how would you handle ZEN or HAL or Deep Thought? But you could program 'personalities' into your computer either to allow it to play and react as a major NPC, or even to take part as a member of a party of adventurers. Although it could by no means be as versatile as a human player it could lead to interesting situations and it is possible to equip a micro with a simple speech input so it could respond to keywords during the game.

More seriously there are at least five major areas where a micro could be useful to a fantasy/SF gamer, all of these coming under the heading of the micro as tool. It is here that I think most readers of *White Dwarf* would be most interested, because the five uses detailed below can always be adapted for other, non-micro gamers; each of these uses could be a service provided by a micro-user for someone who is less privileged; for gamers who wish to know something about computers this is the easiest way in; and this kind of application will allow readers to decide if they wish for further, more advanced computer-orientated pieces within *Microview.*

The Computer Rulebook. Computers can do much of the donkey-work of calculation. I have a program which works out *AD&D* melees for me for all character classes, armour classes, levels and weapons and, if a hit, it tells me the damage inflicted. It would be comparatively simple to do the same for any tabular data in gaming, and many modifications could be included, eg in the above program it would be easy for the computer to subtract damage from the hit points of the relevant combatants and simply tell us when someone is killed. If you really want it to, it could calculate entire melees and simply give you the result, but this seems to me rather to defeat the object of the game. Using the computer in this way is only worthwhile if either you dislike endlessly consulting tables or there is a substantial saving of time, taking into account the time involved in writing the program.

Mechanical Dice. Many aspects of FRP are randomly generated. A computer can do this for you till the stirges come home. I use a personality generator for NPCs, but other gamers generate random room, random dungeons, character and monster statistics, rumours and scenarios, character and place names, words in a given language, starmaps, treasures etc. If you can do it by dice a computer can do more of it faster and (if you're lucky enough to have a printer) print it out for you. A more sophisticated idea which I don't think anyone has tried is to attempt generation of *new* ideas, plots and events by combining elements you might never have linked by yourself.

Strategy Tester. If you have a set of options and you want to evaluate the outcome to provide the best choice, you can write a program to do it for you. This may seem like taking an unfair advantage in a particular game, but the choice the computer makes is really yours as its decision will only be as good as the program you write for it.

Record Keeper. A computer is a very efficient means of storing data. Effectively it can become a sophisticated card index which can look up any piece of information from any card in just a few seconds, or count all items of a particular kind (eg all undead monsters in a dungeon) or pick out cards with a particular set of characteristics (it might be useful to know all the clerics of level high enough to resurrect you, for example). You could store all the stats in the monster manual on one cassette and call up any combination of characteristics you desired.

The Inorganic Opponent. One of the reasons for the upsurge in adventure games is the desire for solo games, games with no human opponent. Although micros can only be given a very small amount of what some call intelligence, they can be given programs which act like a reasonable opponent. They can give orders to orcs, cast spells at awkward moments, move starships at the speed of light, etc. Although in most cases you will have to do the physical work, the computer can be told to tell you what to do. It is here that some of the most exciting advances are being made as techniques of Artificial Intelligence research become available to ordinary micro-users. Computers can now play reasonably abstract games like *Othello,* and a generation of wargames is being produced in which the micro can operate rudimentary but often testing strategies. However we are still a long way from the artificial intelligent opponent. Of course, you may feel that the average computer is more intelligent than your usual opponents anyway! ■

MONSTERS HAVE FEELINGS TOO

How to get the Most from your Monsters

by Oliver MacDonald

A party is proceeding down an ancient road deep in the wilderness. Suddenly a cry goes up and a dozen goblins leap up from the roadside where they had been hiding among rocks. For a while all is confusion, but, finally there is a final low gurgle as the last goblin expires, and the parties leader wipes the gore off his axe on a handy clump of grass. A little later with all their wounds healed and a few more gold pieces in their pockets the party once again mounts up and continues on to their destination.

Several hours later the party is hidden at the top of a narrow pass watching a merchants caravan slowly threading its way along the track at the bottom of the pass. On one side the two thieves lean against a narrow tree trunk, one end of which is thrust under a pile of lose rocks to serve as a lever. Nearby a pair of mages go over their rock to mud *spells and check their* fireball *wands one last time. If you look carefullly over to the other side of the pass several fighters can be seen slowly drawing their bows; all are smiling at the thought of the treasure that will soon be theirs.*

While a party will plan its actions carefully with an eye on keeping their losses to a minimum, monsters are invariably a disorganised, randomly made up rabble whose only real function is to serve as cannon fodder for the players' egos. Far too few GMs make any effort to play the monsters that inhabit their world in realistic or believable fashion. Should not the goblins in the above example at least be credited with the sense not to attack a group that they cannot possibly defeat. Why could they not have organised their ambush as efficiently as the players did theirs.

This leads to a first rule of monster behaviour, 'In all but a few cases a monster will value its life as much as any player character, and will take any reasonable steps within its ability to preserve that life'. There are exceptions, but these apply to those monsters that are programmed, such as undead, or have been brainwashed in some way, such as a highly trained animal or someone who has been religiously indoctrinated.

The second rule concerning the behaviour of monsters is that 'No monster should attack without having a known reason for doing so'. Known reason means known to the GM not necessarily the players, but it should be there for the players to find out if they have a mind to. Occasionally the reason may simply be something like racial hatred or just that the monster has a sadistic▶

▶streak, but such reasons should be kept at a minimum if the GM wishes to maintain the believability of his world. It is not really good enough to think up a reason once the GM has decided that a group of monsters is going to attack, rather a state of affairs already in existence should cause an otherwise neutral group of monsters to attack.

Another rule can be drawn from the above, 'If a monster can achieve its aims without resorting to out-and-out violence, and therefore putting its life at risk, it should do so'. If you do find yourself lacking ideas as to what a monster can do besides attacking people try reading a few fantasy novels and see how the monsters behave there.

The above rules should also apply to unintelligent monsters of the animal kind, as opposed to those of the automata or programmed kind. Just like other monsters animals will not attack things they cannot deal with, and will have a tendency to go for the easy kills. Most people must know that carnivores tend to pick off the weakest animals in a herd. Equally, just like other monsters, animals will attack for a reason, be it to get food, protect the young, self defence or whatever. Many animals have evolved behaviour patterns that result in them using tactics of some kind. Lionesses will often hunt by splitting into two groups, one of which drives the prey towards the others, that remain in hiding until the last moment when they leap out to seize animals fleeing past them. Such tactics can be used against parties of men just as efficiently, especially when you take into account the reactions of the parties' animals. Of course animals that hunt on their own are rather limited in the kind of tactics that they can use, but even with groups of people someone is likely to wander off from time to time, to find firewood or food, or to relieve themselves.

Not all predatory animals will necessarily kill their prey immediately, solitary wasps, or at least their giant FRP versions, will paralyse characters and carry them off to serve as a living larder for their young. A quick glance through a few books will turn up many similar examples of animal tactics. Just as a game where the emphasis is on the players role-playing their characters is more fun than a simple hack-and-slash type game, so a game where the monsters are role-played by the GM is also more enjoyable. It also makes the game more of a challenge to the players; no longer can they hope to defeat monsters in a straight fight, and have all the advantages. If the players use blade venom on their swords, throw flasks of oil, and have magical support why can the monsters not do the same. Certainly if a party attacks a particular group of monsters more than once, it is not unreasonable to suppose that the monsters learn to use some of the same tricks as the characters, or at least prepare some kind of defence against them. This leads to a third rule of running monsters, 'Whatever applies to the player characters can also apply to non-player characters and monsters, and vice versa'.

By using the three rules above we can dispel the myth that certain monsters, such as kobolds and trollkin, are useless monsters when considering experienced characters. A GM should never treat any monster with contempt, and if the players do so then they should be made to pay for their foolishness. This in itself can be beneficial to a campaign in that the GM does not have to keep adding unrealistic, weird and different monsters in order to keep the players interested. My own campaign runs quite happily with a fairly small stock of monsters, but maintains its novelty because I am always trying to use these monsters in different ways. By using individual weaker monsters the GM also allows him or herself to play acceptable restraints on the amounts of treasure, magic, and experience given out.

Just as a character in a good campaign is more than a few numbers written on a piece of paper, and a world something the players can interact with rather than just a few maps upon which they can move around, so the world's monsters should have depth and believability beyond basic descriptions. Just as the players should try to bring their characters to life, so the GM should with monsters. Monsters may not be people, but they do have feelings. The following is an example of what use this article could be put to. The orcs have found it most useful. . .

Tarsyn High Command
Commander-in-Chief, Extermination Forces
Memorandum to: Intelligence Bureau, Phiroth.
Re: Tarsyn-Orchish campaign, mopping-up exercises.

Severe resistance encountered in several Orchish strongholds, notably Althra-Ghash and outlying fortifications. Several parties of mercenary bounty hunters destroyed, two High Guard support groups missing, presumed lost. If remnant strongholds not destroyed, danger exists of Orchish Wars flaring up again. Investigate and report, *Priority Gold.*

Tarsyn Intelligence Bureau
Memorandum to: C-in-C, Extermination Forces.
Re: Althra-Ghash area.
PRIORITY GOLD

Region Commander responsible for Althra-Ghash named Skharavash. Under name of Sechar Varsen served eight years with Ils'hareth Border Guard, attained rank of Area Commander. Trained in Ils'hareth Academy under Jago, three commendations for grasp of strategy and tactics. Halfbreed from Broken Mountains area, dishonourably discharged when race discovered. Enclose following documents recovered from Althra-Ghash Command. Request commendation for operative Sargo Helvin.
Comments: We appear to have made a rod for our own backs.

Extracts from the Uruk-Hai Battle Manual

Edited and Translated
by Graeme Davis

SECTION IV: DEFENSIVE STRATEGY

The settlements of orcs and other races, particularly those underground, are subject to frequent attacks by small, loosely co-ordinated human and demi-human groups with a high offensive capability and a great degree of versatility. These raids, be they for plunder, captives, or reprisal for our own foraging, are frequently more harmful than is either desirable or necessary, and in many cases can be contained and destroyed with comparatively small losses by the correct use of defensive strategy.

XXI

Uruk-Hai Battle Manual

A. Terrain
A familiarity with terrain is essential for successful defence. Remember, the intruders do not know the ground, and can often be surprised, outflanked or surrounded. The defence of a settlement should be based on a thorough knowledge of the surrounding area and its potential, with minor structural modifications if necessary. This point will be elaborated below.

B. Sentries and Communications
It has far too often been the case that small groups of outpost sentries have been overpowered without the raising of any kind of alarm, resulting in a great deal of slaughter as other troops struggle into armour or rush blindly hither and yon awaiting orders from unit leaders who are nowhere to be found.

Firstly, sentry posts should be positioned in such a way that surprise is practically impossible. The ends of long, straight passages is an obvious choice, and the effectiveness of such a position may be enhanced by the use of barricades or the narrowing of the passage so as to allow only one intruder through at a time. This latter device will not only reduce the size of holding force necessary, but the corridor will also rapidly become choked with bodies, impeding the further progress of the enemy unit. Barricades, for their part, not only provide cover from enemy missile fire, but may also be fired to slow enemy progress and provide cover for a retreat. Sentries should be used in an artillery mode on first sighting, reverting to a holding role as combat closes. Both these terms are explained below. With each sentry unit should be stationed a runner charged with the task of raising the alarm as quickly as possible. To avoid weakening the main fighting force; this role may be fulfilled by females or juveniles.

C. Reaction to an Alarm
At least one-quarter of the main fighting force should be on full alert at any given time. These should consist of equal amounts of attack and holding troops, with a smaller artillery group. On the raising of the alarm, these troops should move according to a prearranged and well-drilled plan. The sentry units should be reinforced with holding troops, while the attack forces move to outflank and pincer the enemy. If the terrain allows, small groups of artillery should move in advance of the attack forces to open the counter-attack with a barrage of withering fire before falling back to allow the attack troops to close. The holding troops not used to reinforce the sentry units should back up the

Uruk-Hai Battle Manual

attack troops, who should fall back on encountering heavy resistance.

Upon full mobilisation, the main force should move along similar lines to close the pincer, trapping the enemy against the reinforced sentry lines for final annihilation.

It should go without saying that the movement options of the enemy force should be limited from the outset by the primary attack force, and if the enemy should seek to circumvent or evade the primary attack force, full information on their movements should be passed back to the main attack force immediately.

D. Types of Force
Holding Troops are employed to slow or halt enemy movement. They should be equipped with heavy armour and polearms, and should hold their ground or fall back slowly until the arrival of reinforcements or an attack force. While they are not in themselves intended to inflict much damage, careful choice of polearm types will allow front-rank members to disarm enemy personnel, and despite the impossibility of swinging a polearm in an enclosed space and in tight formation, weapons with thrusting points may be used to good effect. Tight formation should be maintained at all times, three or four ranks deep with all weapons advanced to confront the enemy with a wall of blades and discourage attempts at close attack, which is often the only combat mode available to enemy forces. Recommended weapons are ranseur, spetum, partizan and pike.

Artillery Forces should be unarmoured for high mobility, and should never be exposed to unnecessary danger. They may be armed with bows, slings or other missile weapons, and artillery units attached to a holding force can make good use of burning oil, both for offence and as a barrier. Priority should be given to the disablement of enemy spell-casters, who will normally be protected from direct combat, followed by enemy artillery.

Attack Troops are used for direct combat, and should be well-armoured and equipped with shields and close-combat weapons. As contact is most likely to be with enemy armour, weapons such as maces, flails and military picks may be used to good effect.

E. Use of Terrain
In addition to the obvious uses of side passages and hidden doors for flanking and surprise attacks, existing terrain configurations and minor modifications may lead the enemy into firepoints, especially at

Uruk-Hai Battle Manual

junctions, and leave them trapped in the fire of two or more groups of remote artillery. The use of narrowed corridors to slow progress and enhance the effectiveness of holding troops has already been discussed, and simple devices such as baffles, if well used, can result in an enemy force entering an area with its back to an attack force or artillery unit. Deliberately obvious hidden doors may be used to lure an enemy force into a trap, and false doors in passage walls may not only slow enemy progress as they are checked, but can also provide a certain amount of amusement as a cornered or surrounded enemy force searches for some means of escape. Other simple devices such as dummy arrow-slits and loose flagstones can impede enemy progress as they attempt to disarm non-existent traps.

F. Morale
It is the duty of every commander to keep morale as high as possible. Should the morale of one or more units break in the course of an action, these should be trapped between defending and enemy forces to provide a buffer which can be pushed into the enemy group to impede progress, or, if this proves impossible, they should be killed immediately in as small an area as possible, their bodies providing a temporary barrier which may be fired with oil if necessary. This demands a certain amount of discipline on the part of the defensive forces, but the commander should always maintain a high standard of discipline, and must stress at every opportunity that cowardice is not only weakness, but is also the most reprehensible form of treacherous conduct towards one's comrades.

G. Spellcasters
If a tribal spellcaster is available, defensive capability may be enhanced as follows:

Magic mouth can make a significant contribution to early warning systems, especially in areas where the advantageous placing of sentry forces is strategically difficult.

Prayer, chant, and similar spells may be used to strengthen attack troops and raise morale generally.

Darkness can be used to slow enemy progress, and troops can move into position under cover of *invisibility* for surprise attacks.

Dancing lights and *audible glamer* may be used to confuse an enemy force, allowing attack forces to come upon them from behind as they await an attack from another direction.

Spells such as *push,* and *scare* may be used in a purely offensive capacity, and in a protracted action *cures* have obvious uses.

Uruk-Hai Battle Manual

Under no circumstances should a spellcaster be exposed to enemy attack; they are a valuable commodity and should be treated as such.

H. Heavy Weapons and Machinery
Heavy missile weapons such as ballistae have obvious uses in a defensive strategy, but their positioning is to be regarded as critical from two viewpoints; firstly, distance, and secondly, capture. Such weapons are wasted if they can only be fired once before their position is overrun, so that they should either be mobile and retreat with their crews or be fixed or fire only in one direction. In the latter case they may also be disabled on retreat, although this is somewhat wasteful.

Long, straight passages may allow the use of other heavy weapons; battering rams with crushing ends modified and tailored to the size and shape of the passage can be most effective in an anti-personnel mode, with or without spikes or blades fitted to the crushing end. Wheeled mantlets may be used to provide cover for artillery units, and if sufficient oil is available provide a very satisfactory mounting for a simple force-pump flame-thrower. On retreat, mantlets may be disabled and left in the passage as a barrier, fired or otherwise.

J. Mechanical Traps
The use of mechanical traps is very much a two-edged sword; carelessness on the part of defensive troops can lead to severe and needless losses, and it is recommended that any area in which they are installed be placed out of bounds to all except maintenance personnel.

K. Concluding Remarks
Following the guidelines set out above, a competent commander should be able to conduct an effective defence of a settlement or base under most circumstances; an imaginative commander may be able to improve on these methods and develop new techniques. The importance of use of terrain cannot be overstressed; one passage insufficiently or incompetently guarded can lead to a massacre, as can bad timing, bad discipline and bad communications. As noted above, intrusive groups tend to be small and may be contained with relative ease, but one or two victories may lead to the appearance of larger forces, which, while they require greater force to neutralise, are more prone to the effective use of terrain and enclosed space.

Above all, troops should be drilled regularly in the procedures appropriate to attack from any direction, at any time without warning; slackness and incompetence should be severely dealt with.

Dear *WD,*

I feel I must protest about Don Turnbull's letter in *WD37.* I have always been under the impression that *AD&D/D&D* is a framework with which each DM can build his own world/universe/mythos etc, and should be modified as one sees fit. Therefore it seems logical that if you want to use any unofficial character classes or rules then the choice is yours.

As Don seems to have set himself up as an authority on the game, I feel I should put him straight on a few things. Firstly, if the Necromancer in *WD35* is 'most distasteful' then why does the *AD&D* system advocate evil clerics, assassination, pagan gods and thievery?

Secondly, Don forgets that *AD&D* is a role-playing game, a tool which people should use to enjoy themselves – after all, some people find playing the bad guys fun! I certainly do.

Yours,

Trevor Graver, alias Vlad the Impaler, London.

Dear *WD,*

With reference to Don Turnbull's objections to the Necromancer class, in *WD37;* a great many people don't play *D&D* as it was intended to be played (the triumph of good over evil). I know few people who have played for more than a year but don't have evil player characters, and in many groups all players are quite happy to act like bloodthirsty gangsters regardless of their professed alignment. I know players who have nothing but evil characters, and campaigns in which a 'good' player wouldn't survive a day. Consequently, those who play the game as 'good over evil' will use the Necromancer as an NPC, while those more evilly inclined can try to use it as a player character, though it should be difficult. Regrettable though it may be, I am certain there are many player characters out there who wouldn't bat an eye at accompanying a Necromancer.

Thus the Necromancer will 'give individual groups of players additional enjoyment and fun from their gaming,' just as Don asks for, however they prefer to play the game.

Yours,

Lew Pulsipher, USA.

Dear *WD,*

I recently purchased a copy of the *Warlock of Firetop Mountain* and have greatly enjoyed it, but so far have been unable to collect the keys adding up to the magic number. Could this have something to do with two of the keys having the number 111? (The relevant paras are 75 and 258).

Yours,

Steve Bielby, N Humberside.

– No clues! Suffice it to say that there are no mistakes in the book and it is possible to find the treasure. –Ed

Dear *WD,*

I'd just like to comment on what I feel is the remarkable improvement in *WD* over the last 5 or 6 issues or so and to add a few other points.

In the editorial of *WD36* a 'new look' *WD* was mentioned – what with colour in the middle and the excellent standard of quality articles that have recently graced the pages of *WD* I wonder if any improvement is possible! But enough buttering up.

One way I think *WD* could be improved even further is the inclusion of some of the less well known RPGs in its pages, like *Champions, Bushido, Call of Cthulhu* or *Aftermath* for instance. How about it *WD*?

Yours,

Donald Arlington, Burgess Hill, Sussex.

– Actually, WD *will indeed be featuring scenarios from some of the above mentioned RPGs quite soon. But don't worry all you* D&D*ers – there will be an increase in pages as well, so there won't be a drop off in the usual material. –Ed*

Dear *WD,*

I am writing about the Armour Class system in *AD&D*. Why should armour decrease the likelihood to be hit?

The base Armour Class should be 1 (the higher the better) with armour increasing that number. Damage is divided by AC to find final damage (DMs may wish to increase damage caused by weapons).

Leather could increase AC by about 0.25 against blunt weapons like hammers and maces, but it would increase the AC by 0.5 against sharp weapons like swords and arrows. It is useful to have two AC's because it shows the full abilities and restrictions of each type of armour. Another example is padded armour which would increase the AC by 0.4 against blunt weapons and by 0.3 against sharp weapons.

If the DM encounters a weapon which can be considered neither blunt nor sharp ie a spiked club or the flat side of a sword to subdue a dragon, he or she should find the average of the two ACs (add the ACs and divide by two) and use that number and use that number as the AC.

The number needed to be hit is the same as what the attacking character needs to hit AC6+ or as modified by the adjustments noted below.

One adjustment is based on encumbrance because the weight of the equipment the character is carrying would restrict movement and the characters ability to dodge blows. At the normal movement rate (12") the normal to hit roll is needed but at 9" movement the to hit roll needed is one less than normal, etc.

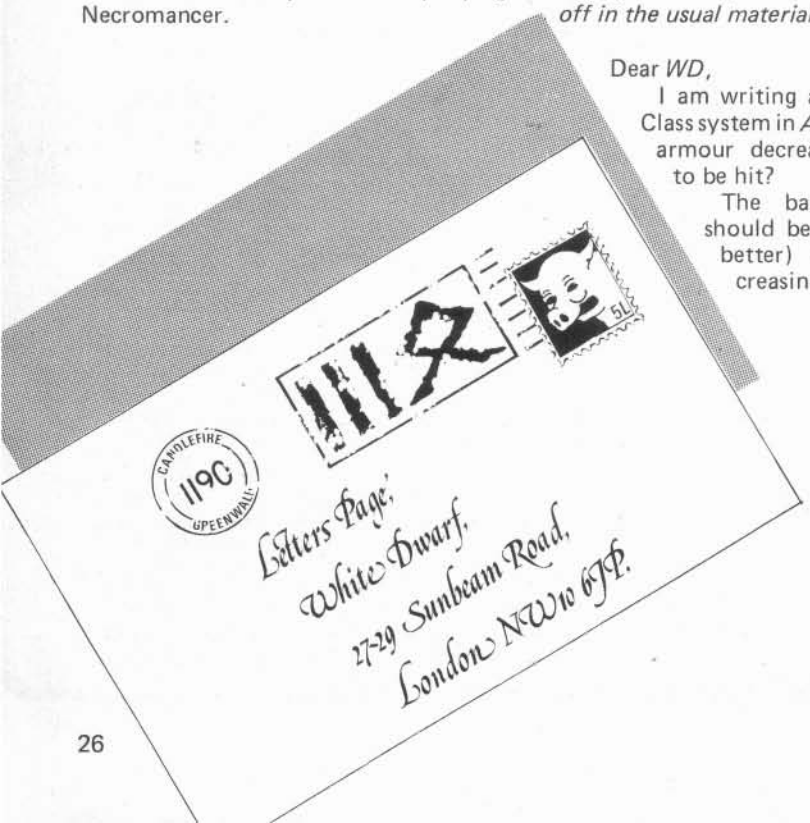
Also there can be a dexterity adjustment; a high dexterity increases the number needed to hit the same amount as it would lower the AC normally and the same applies for a low dexterity except that it lowers the number needed to hit the same amount that it would normally raise the AC.

The final adjustment is that done by weapon type; a plus adjustment to the AC is a minus adjustment to the hit roll needed and the other way round for any minus adjustments.

Shields – they should not simply adjust the AC as they would normally; this is an unrealistic use of them. Small shields have a 10% chance of blocking a blow in melee if they are not held ready, ie slung over back etc, 20% chance of blocking a blow when held ready and a 30% (40% for fighters) chance to parry, but doing this loses you one attack with the weapon you were using that round. When using a small shield against missile weapons the chances are 15%, 25% and 30% (35%) in the same order as before. The chances for a large shield are 30%, 35% and 40% (45%), and missile fire weapons can be parried according to the following chances 35%, 40% and 43% (45%). Wooden shields act as small shields but make their saving throws as thick wood, (page 80 of the *DM's Guide*). Of course these percentages only apply if the shield is in a position to block the blows. I don't pretend that I know more about knights and their equipment than anybody else but I do believe the system I am at present proposing is better than the present one in *D&D*.

Yours faithfully,

A Holtham, Birmingham.



RuneRites *is a regular department featuring readers' ideas for* RuneQuest. *This issue, we have some new spirits.*

Lords of the Spirit World

by Dave Morris

In order to develop real power in *RuneQuest* it is necessary to accept the restrictions and obligations of cult membership. Many Initiates and Rune levels chafe at being sent on this or that quest and look back wistfully to the hell-raising freedom of their adventuring youth. But there is another, easier, route to power. . .

Occupying a niche in the spiritual hierarchy somewhere between gods and man are the *spirit lords.* These are beings with a POW of 150 or so and a willingness to exchange a little no-strings Rune magic for permanently sacrificed POW. Some were once gods, torn and wounded and weakened by ancient battles; others are merely powerful spirits clawing their way up to godhood. A character who wants to get Rune magic from a spirit lord must first find one. It is easier to do this on the physical plane than in the spirit world, as spirit lords tend to linger around places of special significance – a plain where an epic struggle occurred, perhaps or a ruined temple where they were once worshipped. The first step is thus to conduct some detailed research, unearthing rumours and then double and triple-checking these. This involves time, money, scholastic ability, and some common sense.

Having identified a location where a spirit lord might be found, the character has to get there. It could be just a matter of a few days' ride across pleasant country; most referees being what they are, however, it is much more likely to involve crossing mountains and marshes, travelling through deserts and jungles, to reach the spirit lord's lair.

If there are no *special events* (see below), it is possible to trade with the spirit lord for Rune magic. This is done in the usual way: the character sacrifices POW above 18, and receives re-usable Rune spells in return. Most spirit lords will only be able to offer a few 1- and 2- point spells. Usually these are from the standard list; they may be determined randomly by the referee or assigned on the basis of the spirit lord's Runic nature. The process is keyed to some arbitrary talisman or amulet – the character will not be able to use or regain the Rune spells except when carrying this.

Unlike gods, spirit lords do not care about devotional rituals; they do not want to have to use their powers too often, however, so that a character wishing to re-use such Rune magic must wait one full day *and* sacrifice 10 points of battle magic POW (temporarily) for each point regained. Also, the character must maintain his/her characteristic POW at 18+ or temporarily lose access to the Rune magic. This is similar to a Rune Priest, but none of the other benefits (better POW roll, etc) or disadvantages (reduced DEX-based skills, etc) of priesthood are received.

Whenever a spirit lord is contacted, there is a 0-19% chance (Roll 1d20 - 1d10; if the result is positive, it is the number or less that must be rolled on d100) to get a special event. This is some unlooked-for circumstance or reaction which should make things more interesting – if not necessarily safer – for the intrepid adventurer. The table shows a few possible special events; referees can devise tables for their own but keep these secret from your players!

Spirit lords can be introduced into Gloranthan-style campaigns, but can also be used as the sole justification of magic in other fantasy worlds. Spirit lords can be fitted into such a world as djinns, demons, good spirits, spirit mentors, or whatever, from whom magicians receive their powers.

Special Events

1. A local tribe worships the spirit lord. Their shaman doesn't want the god 'bothered' by jumped-up adventurers.

2. A special summoning ritual must be performed before the spirit lord will manifest. This may involve human (or elf, dwarf, etc) sacrifice.

3. The spirit attacks with a view to possession. Assume a POW of 30 + 1-4D100.

4. The deal goes normally, but after 1-6 uses the Rune spells fail to regenerate.

5. The spirit lord is ready for godhood and wants a priest. If a character has at least three skills at 90% (and, of course, POW 18+), it will offer to make him/her a Rune Lord-Priest at once, on the condition that he/she devotes him/herself to organising the new cult. Many spirit lords cannot provide allied spirits, however; in this case, the character gets a free *summon small elemental* spell instead. (*O.D.:* for a cult of this nature, see Firshala in *Griffin Mountain*).

6. The spirit lord refuses to grant any Rune spells until the character undertakes some quest for it. It may wait until after the character has sacrificed the POW before mentioning this.

7. The spirit lord is Chaotic. Each time the character uses a spell obtained from it, there is a 10% chance of becoming tainted with Chaos and acquiring a Chaos or *reverse chaos* feature.

8. The spirit lord has no Rune magic, but is prepared to provide rapid teaching of a skill in exchange for permanent POW, at the rate of 5% per point. This cannot take a character beyond 75% in the skill.

9. The spirit lord has exotic Rune magic – that is, spells not included in the standard list.

10. The spirit lord is the hated enemy of an established cult (perhaps it was a foe of their deity in Godtime). Anyone who associates with the spirit lord will be hunted down. ■

Treasure Chest *is a regular department for readers'* D&D *ideas. This issue, a page of the* White Dwarf's *spell book.*

SPELLS

WALL OF ELECTRICITY (Evocation)
by Terry and Gary Saul

Usable by: *Magic-User* | Area of Effect: *30 sq feet/level*
Level: *4* | Components: *V, S, M*
Range: *1" level* | Casting Time: *4 segments*
Duration: *1 turn/level* | Saving Throw: *None*

When cast, this spell causes a shimmering blue barrier to come into being. The barrier takes the form of a vertical plane which cannot be moved. Any creature touching the barrier will take 1-6 +1 point/level of damage, no saving throw. Any creature passing through the barrier will take double damage (2-12 points +2 points/level), no saving throw and will be stunned for 1-4 rounds. The material components of this spell are a small glass sphere and a piece of fine drawn copper wire.

ISOLATION (Illusion/Phantasm)
by Roger E Moore

Usable by: *Illusionist* | Area of Effect: *One creature*
Level: *6* | Components: *V, S, M*
Range: *1"/level* | Casting Time: *6 segments*
Duration: *1 round/level* | Saving Throw: *None*

This powerful dweomer causes the victim to simultaneously lose the senses of sight, hearing, touch, smell, taste and balance for the duration of the spell. The affected being will be completely unable to stand up or engage in any form of effective physical combat; attacks may be made on the being at a +4 bonus to hit. No communication is possible with the affected being without the use of direct mind-to-mind contact (by psionics, for instance). Only spells using verbal components and no others may be cast by the victim, as he/she/it will not be able to find the proper material components or make the proper somatic gestures. A small rubber figurine (of any living creature, usually humanoid) is required for casting the spell, and it is dropped into a container of water when the spell is cast and sealed inside the container.

FLAMEBRAND (Alteration/Reversible)
by Tony Parry and Jerry Vaughn

Usable by: *Magic-User* | Area of Effect: *1 blade*
Level: *4* | Components: *V, S, M*
Range: *Touch* | Casting Time: *5 segments*
Duration: *1 turn* | Saving Throw: *None*

When the magic-user casts this spell upon a sword, the blade erupts into flame, like a fiery brand. The sword will then do an extra 2-12 points of damage and will also do double damage against creatures which rely on or live in the cold, such as white dragons, frost giants etc. The reverse of this spell, *icebrand,* will affect creatures which rely on heat like red dragons, fire giants etc. If a magic-user knows *flamebrand* he will not automatically know *icebrand* – it must be learnt as a separate spell. The material component for *flamebrand* is oil which must be poured on the sword blade whilst the material component for *icebrand* is water similarly applied.

BESTOW MAGIC RESISTANCE (Alteration/Reversible)
by Derek Smith

Usable by: *Magic-User* | Area of Effect: *Special*
Level: *6* | Components: *V, M*
Range: *1" per level of caster* | Casting Time: *5 segments*
Duration: *1 turn/level* | Saving Throw: *Neg* (reverse only)

When an MU casts *bestow magic resistance* he or she can bestow 5% magic resistance per level of the caster. The area of effect is special – a 20th level MU could bestow 100% magic resistance on 1 person or creature or bestow 1 person with 40% and 2 others with 30% or any other combination available to the caster. The reverse, *remove magic resistance* entitles the recipient to a saving throw. If they save successfully against magic the effects are negated. The material component is 1gp per percent *bestowed* or *removed.*

EVIL AURA (Alteration)
by Nick Gray

Usable by: *Cleric, Magic-User* | Area of Effect: *Spell caster*
Level: *3* | Components: *V, S (M for clerics)*
Range: *0* | Casting Time: *1 segment*
Duration: *6 turns +1/level* | Saving Throw: *None*

If this spell (or the reverse – *good aura*) is cast the spell caster immediately radiates an aura of evil (or good) to any that detect (spells, paladins, wands etc). If the character detecting is of a higher level than the spell caster then a saving throw vs magic successfully made means that the detector hasn't been fooled by the spell and has detected alignment correctly. ■

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MIDGARDIAN

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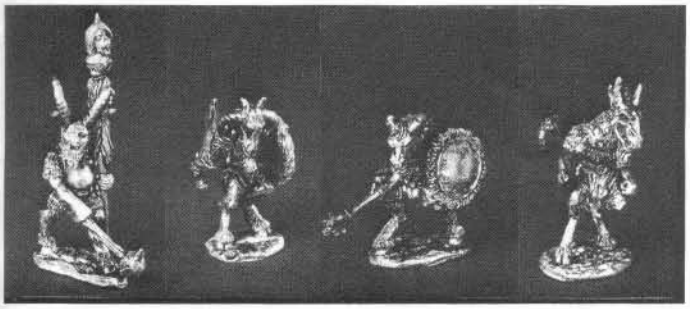
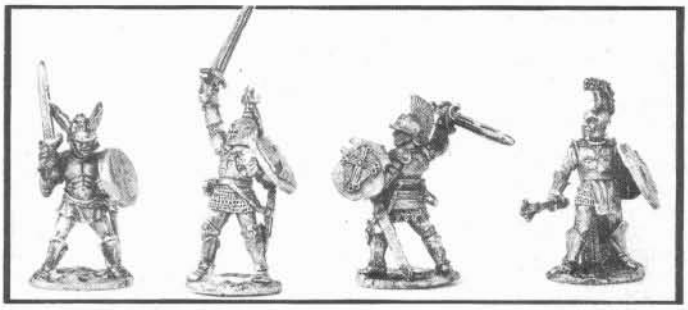
NEW BROOS IS GOOD NEWS





News has come from the *Citadel* that the Monopolies Commission has ruled that the take-over of the official *RuneQuest Boxed Figure Set 4* by the Broos Brothers would be beneficial to the *RuneQuesting* public. The take-over means that the boxed set will now be entitled *RuneQuest Set 4: Broos*. Some of the new Broos are shown here rejoicing at the success of their bid. While stocks last, the old *Set 4: Beastmen* will also be available. This is apparently the first step in an entire revamp of *Citadel's RuneQuest* range. The next step already in the pipeline is a remodelling of *Set 3: Trolls*.

However, the take-over is not without its critics. A new *Speciality Set (5): The Goodly Knights of Law* have already expressed their opposition claiming that the proliferation of these disease-ridden creatures is not in the public interest. Four of the Goodly Knights are pictured here exhorting the crowds at yesterday's Bards against Broos rally. They are (left to right): *Horatius of Avalon, Count Guy Godwinson, Leofric of the White Isle* and *St Jean Coeur d'Or*.

JUDGE DREDD COMPETITION RESULT ANNOUNCED

Well, what a lot of *Judge Dredd* fans you are. The response to this competition was enormous, although many of the entries fell into four broad categories: JD scratching the perp's back, JD arresting the perp for not renewing his *White Dwarf* subscription or not buying the game, or forcing him to bathe. The most amusing in the last category came from Alun Ward of Kew whose caption read: JD *'Grime doesn't pay!'*; Perp *'Oh no, not another bath'*. However, we decided that for originality, we had to give the prize of a *Judge Dredd* game to David Lunt of Birmingham for his entry below.

CHAMPION STUFF

Hero Games have announced the imminent release of *Champions II*, a supplement for *Champions* the superhero role-playing game. This book will contain ideas, systems, advice for GM's on creating campaigns and instant super-villains, gadgets, powers, and more. It should be available in the UK in the next few months.

Merchant Stabbed in Badside

A merchant of the Founders Market was found stabbed in the notorious Badside area of *Pavis*, a soon to be released *RuneQuest* campaign from *Chaosium*. The entire city is detailed along with maps of the Rubble and many adventures. Other *RuneQuest* adventures are currently available in *Questworld*, a whole world with new gods and nine new adventures. Other adventures will be published by various other companies (*Judges Guild* and *Games Workshop*, for example) who have each been delegated an entire continent in the campaign. Thus many new adventures for this scenario pack will be appearing during the year. Also due out soon will be the UK printing of the second *RuneQuest* solo adventure, *Scorpion Hall*. The third solo adventure, *The Snow King's Bride* should also be available in the UK in the next few months.

BARD BARRED

The delegate from *Broadsword Miniatures* of the USA failed to make yesterday's Bards against Broos rally having been held up by immigration officials. The representative from *Broadsword's BM* range, *BM13: Bard*, pictured here with his cohort *BM11: Ranger*, said that they would probably be available in the UK soon but at the moment anyone interested in their services would have to go to *Broadsword Miniatures* in the US.

Blade Running

Blade, a division of *Flying Buffalo*, is now in operation. *Blade* will produce all the *Flying Buffalo* books and boxed games — everything from *Tunnels & Trolls* and the *Catalyst* series, to *Nuclear War* and *Berserker*. The new logo will appear for the first time on the new *Grimtooth's Traps Too*. Other new items now available from *Blade* are *Mercenaries, Spies & Private Eyes*, a contemporary role-player with soon to appear solo adventures planned; *Citybook II* featuring businesses, encounters, and scenarios likely to occur in a waterfront town or city usable with any RPG system; and *Nuclear Escalation*, a sequel to *Nuclear War*, though this may not yet be available.

LIBRARY TO BE EXTENDED

The *Traveller* library has now been extended with the release of *Supplement 11: Library Data (N-Z)*. To stock the library, *Game Designers' Workshop* have several new releases in the pipeline for publication in the next few months. *The Traveller Adventure* will be a second hard-cover book; and there will be a new adventure *Nomads of the World-Ocean: Adventure 9*. There will also be a new *Traveller Starter Set* available soon.

Other planned releases from *GDW* are: *Western Desert*, game VI in the *Europa* series; and *Tabletop Wars*, rules for musket and bayonet era miniatures.

EXPERTS PREDICT AN INCREASE IN ROAD DEATHS

Experts have forecast that the death toll on the roads will increase dramatically in 1983. This, they predict, will be caused by the release later in the year of several *Car Wars* supplements covering trucks, buses and the big-rigs. For those interested in discovering the details, a new magazine, *Autoduel Quarterly*, will be available soon from *Steve Jackson Games*. The magazine will be a regular digest-sized journal stacked with *Car Wars* items.

ADDITIONS TO STAR FLEET AUTHORISED

Task Force Games have released a third expansion set for their highly successful *Star Fleet Battles. Expansion Set 3: The Legacy* details over 30 new ships, a mini-race, new scenarios and a mini-campaign. Also new out from *Task Force* is *Battle Damage: Code Red*, a new battle damage resolution system for *Star Fleet Battles*.

NEXT ISSUE

The Daughter of Danu — a Faerie scenario for *D&D*, *Slayground* — a *Champions* superhero scenario; *Inhuman Gods* —deities for *Fiend Folio* races; *Critical Mass* — the first in our new science fiction and fantasy book reviews column, plus much more.

CLASSIFIED

All classified ads must be prepaid at the rate of 10p per word, display ads £3.00 per scc. Please send copy and payment to White Dwarf, *27/29 Sunbeam Rd, Park Royal, London NW10, making cheques/POs payable to* Games Workshop Ltd.

Would you like to work at GAMES CENTRE?
We are looking for Managers and Staff for our specialist games and toys shops throughout England.
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The Managing Director, Games Centre
22 Oxford St, London W1A 2LS

White Dwarf regrets that due to lack of space in our January issue this advertisement was held over to appear in this edition:

Competition Winner
Endless Games, of No 2 The Old Bakery, Long Itchington, Rugby, manufacturers of *Endless Plans* (Dungeons) announce that the winner of their *Spot-The-Treasure* Competition was Darren Newton of 20 Holly Grove, Paddington, Warrington, WA1 3HB. For all those who entered and are wondering where the treasure was hidden – it was under a large stone in the rubble in the north-west corner of the room.

Articles Wanted!
White Dwarf will soon be adding extra material to a new format magazine. There'll be four more pages of top quality articles for a start. Not just *RQ, D&D* and *Traveller* either; *WD* is ready to publish high quality articles or scenarios applicable to most fantasy and science fiction RPGs. That's why we'd like all you budding writers out there to submit some of your work to us. All accepted material will of course be paid for on publication. Send your submission to *White Dwarf,* 27-29 Sunbeam Rd, Park Royal, London NW10.

***NOT* £1.50 – *NOT* £1.00 – not even 50 pence!**
Just 12½ pence (and an envelope) gets you a full page from the *EggOCentral Register* covering your area (together with automatic Registration)!!! Maybe, there's someone next door who wants a game! Send a SAE for a Registration Form to:- Terry Devereux, 32 Windmill Lane, Southall, Middlesex, UB2 4ND.

Artwork required
Are you a good illustrator of fantasy and science fiction subjects? If so, *WD* needs you. We need high quality artwork to illustrate the pages of *White Dwarf.* Why not send us examples of your work to 27-29 Sunbeam Rd, Park Royal, London NW10.

Wanted
WD1-18; 21-23, Contact: Peter Westwood, 27 Clayhall Rd, Hants. Tel: Gosport 26489. (After 6pm.)

Are you a cartoonist?
White Dwarf is looking for an entertaining, amusing, well drawn and scripted fantasy cartoon strip for possible inclusion in a new look *White Dwarf.* Send or bring samples of your work to 27-29 Sunbeam Rd, Park Royal, London NW10.

T&T Dungeon
Anyone out there want a home-made *T&T* GM controlled dungeon? If so rush 50p to S Brookbank, 61 Barleyhill Rd, Garforth, Leeds LS25 1AU.

Figures
Detailed hand painted metal fantasy figures, suitable for games, dioramas etc from 25mm scale. Dioramas made to order. New out, range of original metal fantasy figures. SAE for price list or 50p sample to *SIBAR,* 39 Mendip Drive, Rushmere, Ipswich.

Wanted
WD17-19 and *20.* Contact: C Hopkins, 9 Beanley Avenue, Lemington, Newcastle-on-Tyne NE15 8SP.

For Sale
5 *AD&D* books, *World of Greyhawk, Rogues Gallery,* adventure log, NPC sheets, 3 modules, screen, half RRP; £30 the lot. PO and address to R H Soulsby, 133 Hope Farm Road, Great Sutton, South Wirral.

White Shadow
We have many PBM games in operation; memberships £1.00, actions 20p, championship cups to be won, also bi-monthly magazine. White Shadow, 236 Kingsway, Huyton, Liverpool.

Games Wanted!
Games Workshop Ltd design and publish games. We're always on the look out for original game designs to publish. We think 1983 is going to be a special year for us – so all of you game designers; why not send in your prototype to *Games Workshop Ltd,* 27-29 Sunbeam Rd, Park Royal, London NW10. You never know – your game could be the best seller of the year!

The Tolkien Society
Membership details: David Peak, The Old Parsonage, Ireleth, Askam in Furness, Cumbria.

HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

News from Bree
Does anyone have any *News from Bree* issues that they don't want? I'd like them! Also *WD7-15* inclusive and *22* would be useful. Good prices paid. Contact: David Beaver on Crowthorne 2815.

Dwarf Barbarian Needs Aid
Could any gamer in the Rossendale area help? Whitworth plays in *T&T, D&D, RuneQuest, Space Opera* and *Traveller.* Any friend please call Andrew on Bacup 874086 or write to 20 Croft St, Bacup, Lancs OL13 9LB.

Recruits Wanted
Blue Regiment, London Trained Bands (part of the Parliamentarian/Roundhead forces of the Sealed Knot English Civil War Re-enactment Society) want recruits from anywhere in the country. Interested? Please contact: Steve Payne, 98 Suffolk Rd, Barking, Essex.

Wanted
Urgently wanted, 1 or 2 copies of *Nexus* No 1 magazine. A good price paid. Phone George, Motherwell 51523 evenings and weekends.

Help
Lonely player/DM requires club/players to play *AD&D* or *Traveller.* Willing to learn others. Contact: Alistair McDougal, 7 Greystock Avenue, Preston or phone Preston 717744.

AD&D Bedford
Victims, whoops, sorry; players needed to start *AD&D* campaign. Age 16-yrs+. Contact: Chris Askew on Bedford 217475.

D&D Herts
Experienced *AD&D* player seeks inovative *D&D* campaign in the East Herts area. Contact: G Lock, 34 Quaker Rd, Ware, Herts or phone Ware 66972 (evenings).

AD&D Nottingham
AD&D player/DM seeks players in Nottingham area to start group. Will play other RPGs. Age 14+. Contact: Andrew Davenport, 25 Holme Close, Woodborough, Nottingham, NG14 6EX or tel 654721.

Stoke Poges
Do humanoid lifeforms exist in the desolate commuter-belt? Psychopath wishes to play anything, especially *AD&D, T&T, Airwar, Next War* etc. Answers on paper to James Mansion, Beechcroft, Lakeside Drive, Stoke Poges, Buckinghamshire.

Traveller, NW London
14-yr old *Traveller* beginner seeks club/group/anybody almost anywhere in London. Please contact: Chris Clarke, 48 Kenbrook House, Kentish Town, London NW5 or phone 01-267 0826.

Dewsbury Area
Traveller player/referee in Earlsheaton wants to meet other players aged 15+ and may form a club. Also plays *D&D, RuneQuest.* Contact: Stuart on Dews 463225.

AD&D Bournemouth
All male group aged 16-17 seeks female *AD&D* players aged 14-17 in Bournemouth area. Write to Steve at 93 Leybourne Avenue, Bournemouth BH10 6ET.

T&T Solo
T&T solo player would like to contact any other solo players – also would like to buy or swop any solo dungeons. Contact: Colin Mee, 8 Berwick Road, Buxton, Derbyshire.

Postal Fantasy Campaign
Anyone interested in taking part in the new *Rhomdass* campaign? Send SSAE by end of month to Mark Lewin, 19 Ditton Court Rd, Westcliff-on-sea, Essex.

New Club
Anybody interested in starting a fantasy game club in the Holywood area please contact Mr Derek Gilmour, 20 Wood End, Holywood, Co Down, N Ireland, or ring Holywood 4250 (after 6pm weekdays).

CLUBS

STEVENAGE, HERTS
Battlegroup
Games: *AD&D,* wargames, boardgames, *D&D,* 're-enactment', modern outdoor exercises. Other suggestions and games welcome.
Time: Thursday evenings, Sundays.
Place: Variable.
Comments: Members must be 14+.
Contact: P Bone, 35 St Margarets, Stevenage, Herts. Tel: 51741.

BATH
Bath University D&D Club
Games: *AD&D,* some *Starfire* and a little *RuneQuest.*
Time: 2.30 to late Wednesdays, 2.30 to late Friday during term.
Place: University main campus.
Contact: The Secretary (John Kirkpatrick) D&D Soc, Univ. Bath, Claverton, Bath, Avon. Phone the university, ask for the Students Union general office and leave a message.

DERBYSHIRE
FRP & Wargames Group
Games: *AD&D, Traveller, RuneQuest, Stormbringer, Call of Cthulhu, Bushido, Gammaworld, Top Secret, Merc, Wild West,* and other+wargames and some boardgaming.
Time: 6.30-10.15pm on Thursdays.
Place: Ilkeston Institute, (to the side of Ilkeston library).
Comments: Willing to try other games to please members, any age.
Contact: P Straw, 270 Heanor Rd, Ilkeston, Derbyshire DE7 8TG.

CANTERBURY, KENT
University of Kent Wargames Society.
Games: *D&D, Traveller, RQ, C&S,* etc.
Time: 2pm Sundays during term.
Place: Rutherford College Seminar rooms, 4 & 5, University of Kent.
Comments: Ask for porters lodge for directions.
Contact: Stephen R Wells, Keynes College, The University, Canterbury, Kent.

CHESTERFIELD
Chesterfield Role-Playing Society
Games: *AD&D, Traveller, RuneQuest, T&T, Call of Cthulhu.*
Time: 6.30 Tuesdays.
Place: Upstairs, The Barley Mow, Saltergate, Chesterfield.
Comments: 16+, will try other RPGs.
Contact: Mike, Chesterfield 36906 or David, Hope Valley 50244.

BIRMINGHAM
Ladywood Heroes For Hire
Games: Any RPG, boardgames.
Time: 7-10pm Thursdays.
Place: Ladywood Community Centre, St Vincent St, W Birmingham.
Comments: More FRPers wanted. Willing to try any system. More ladies.
Contact: T Deeming on 021 454 9942 or Ted at *Games Workshop,* Birmingham.

GamesFair '83

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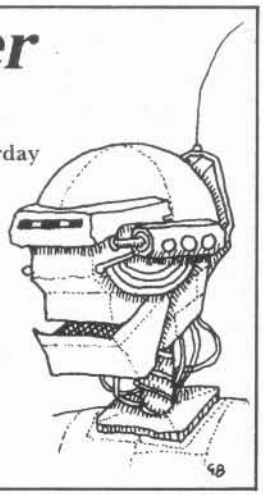

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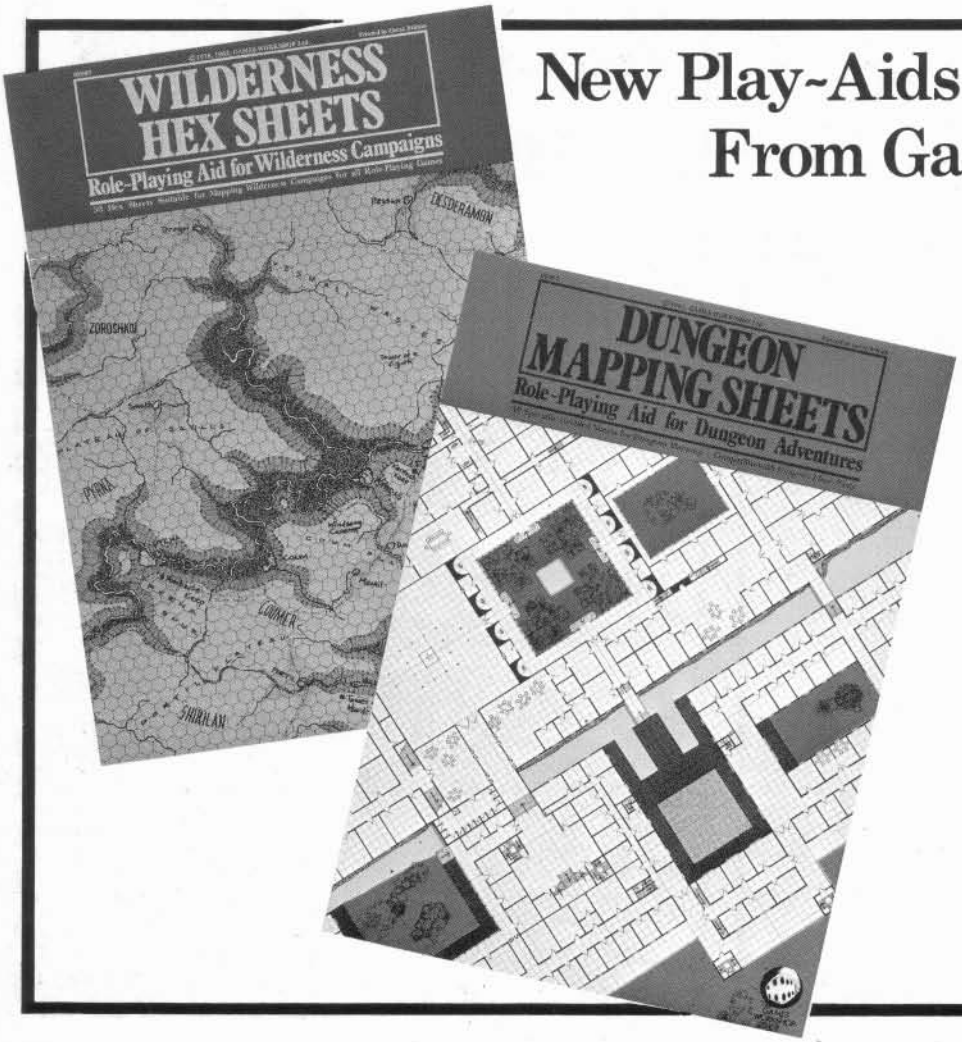

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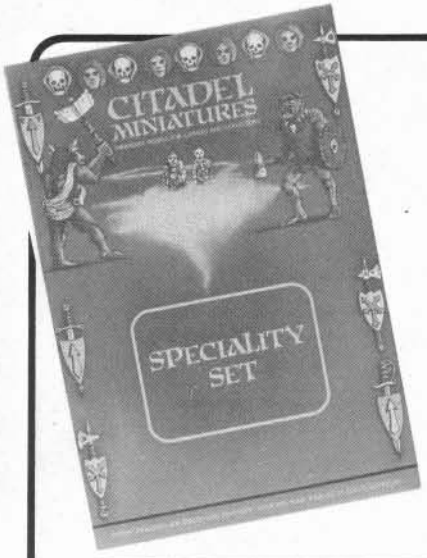

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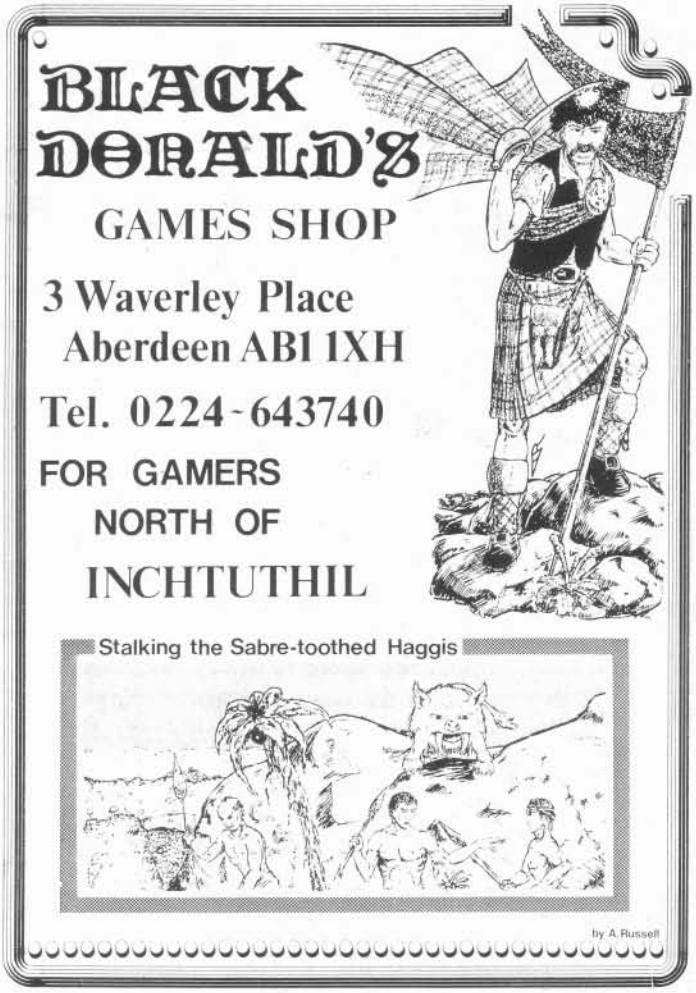

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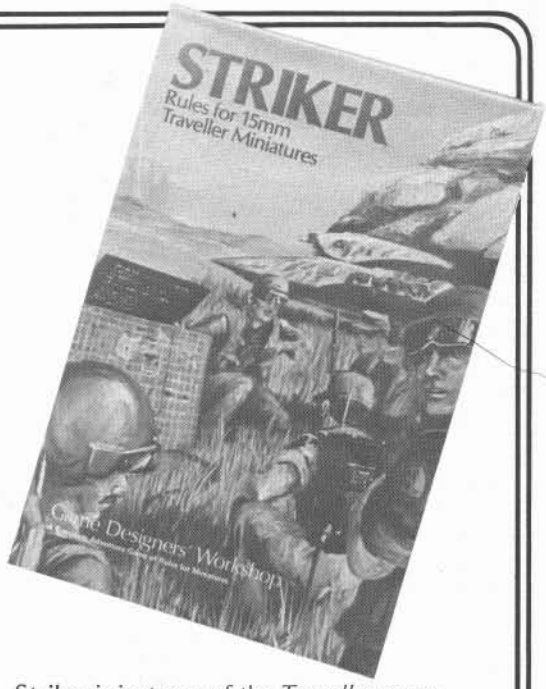

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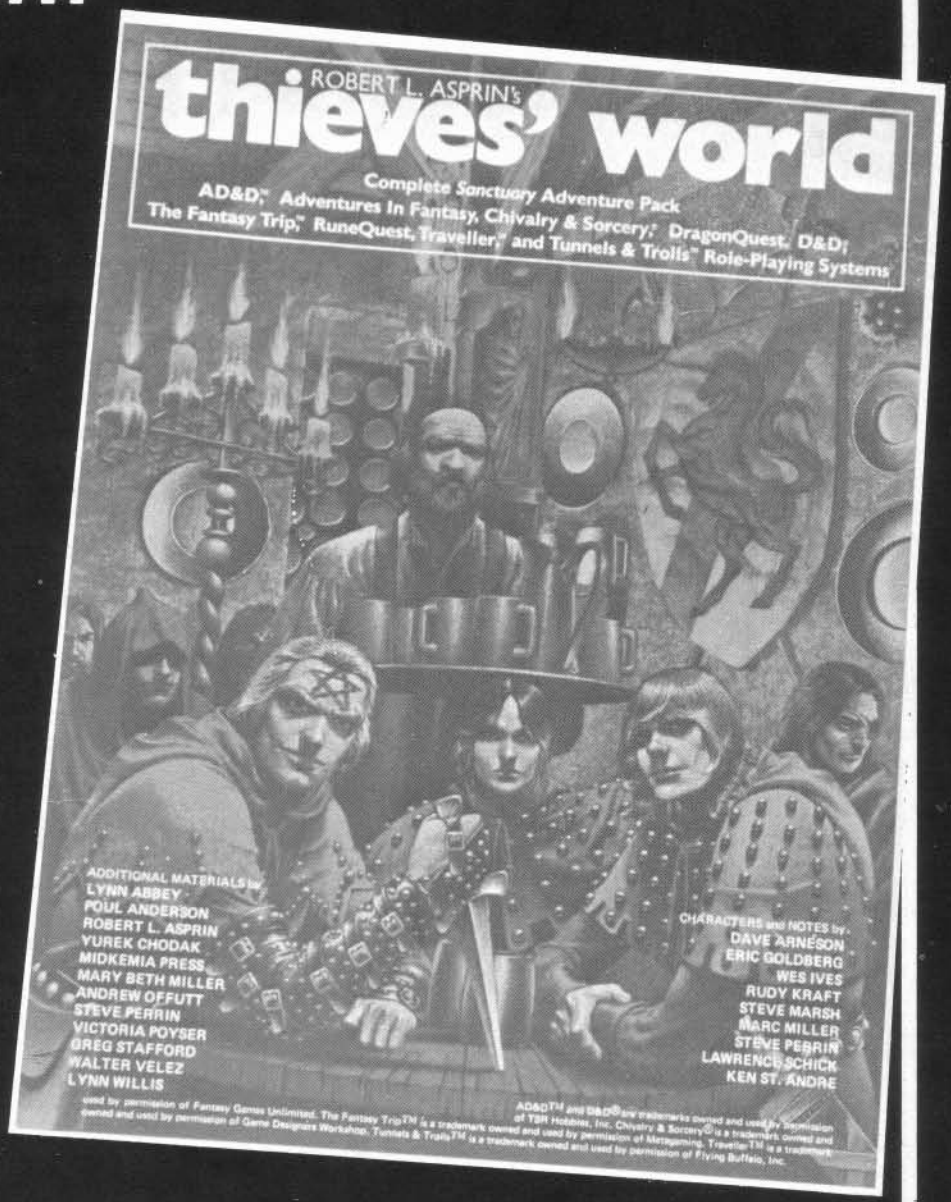

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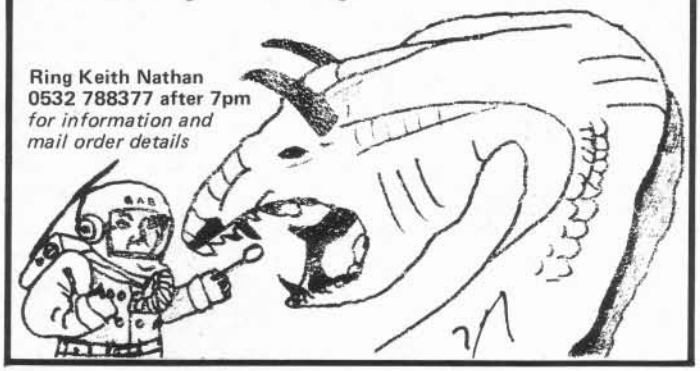

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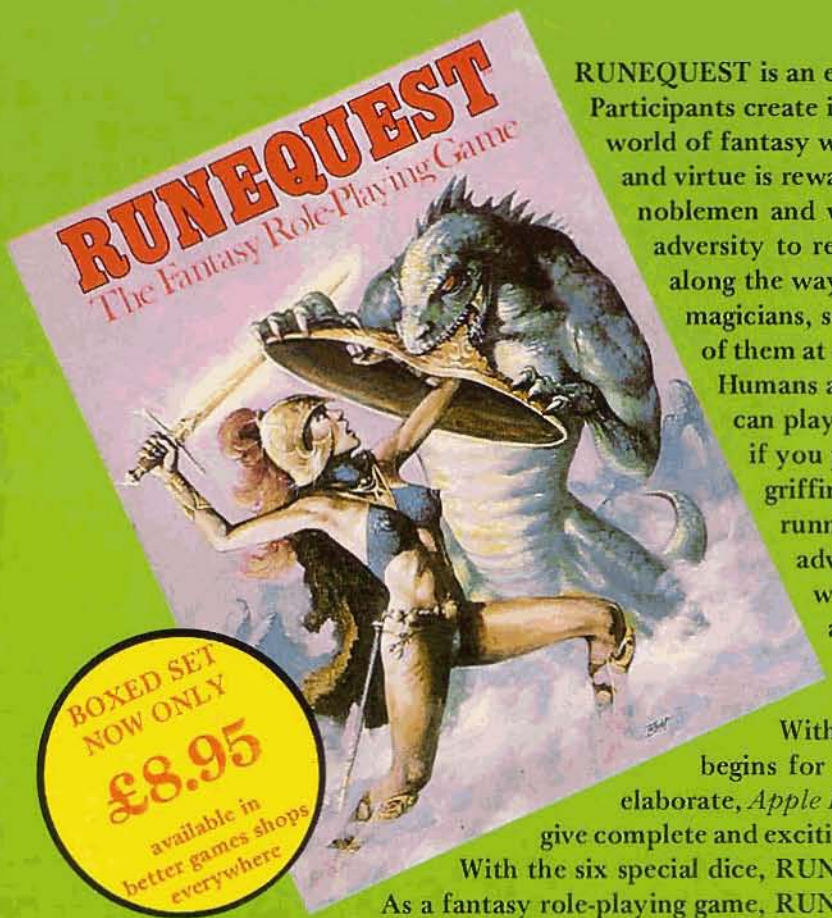

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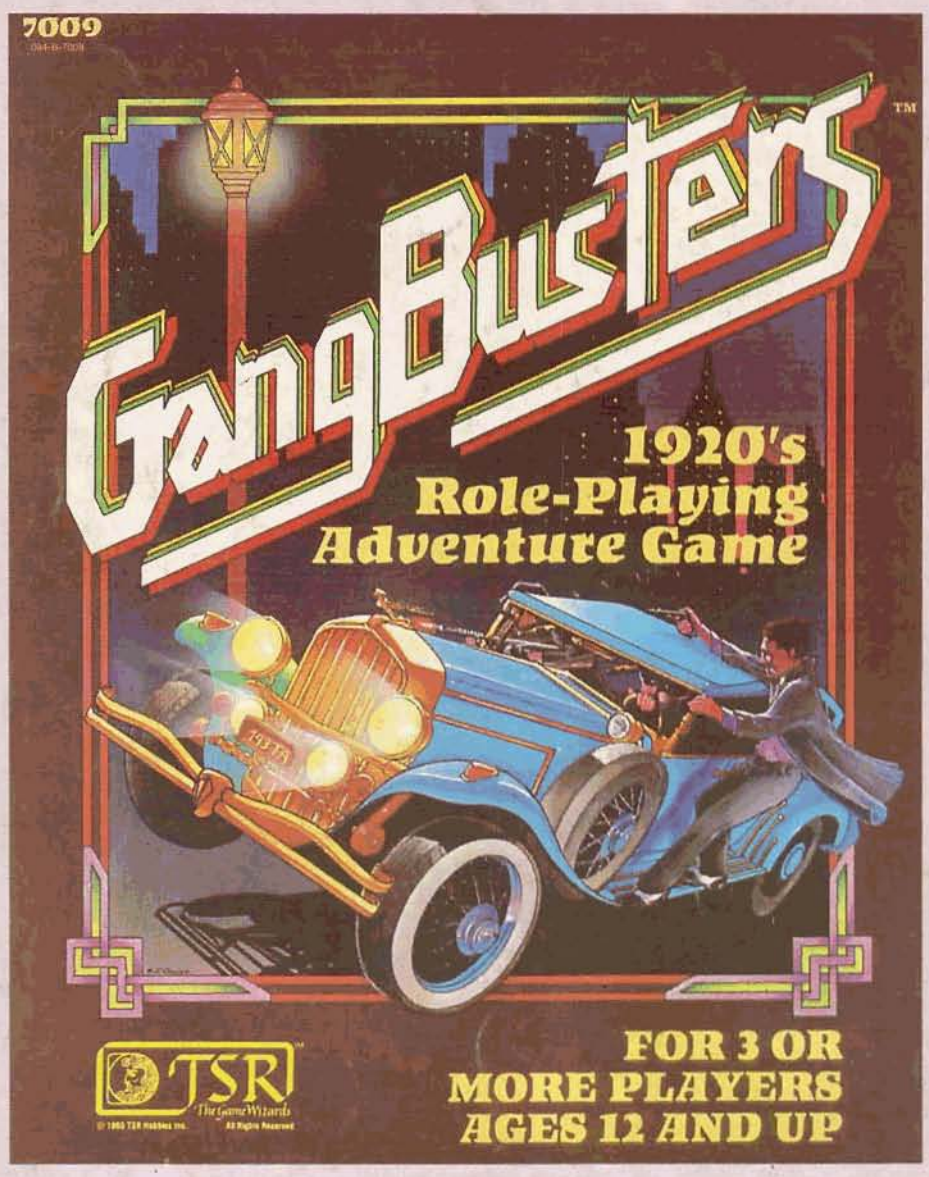

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